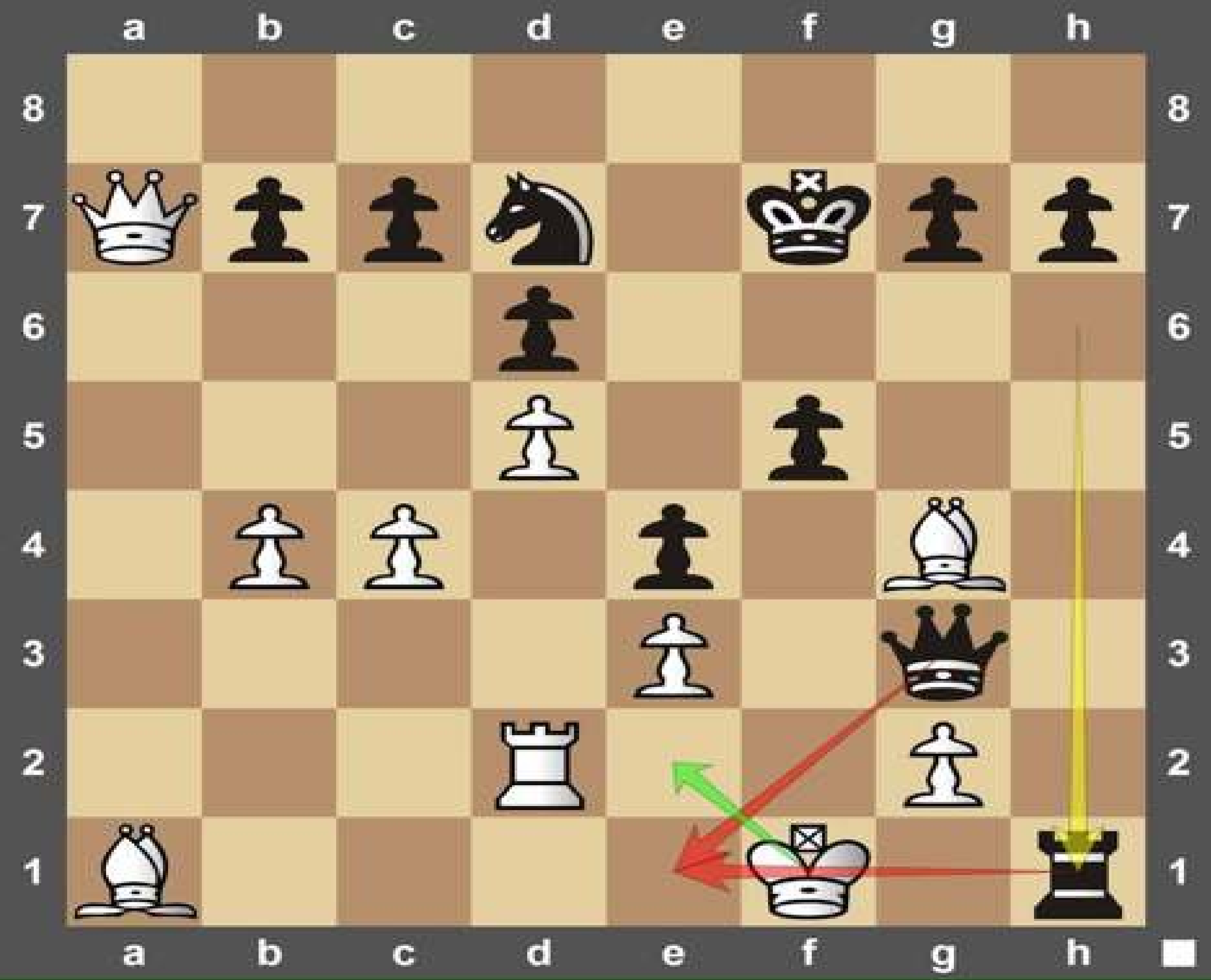
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CHECKMATES

IN TWO

by Ron Benel

Checkmates in Two

Chess Training Volume 2

First Edition

by Ron Benel

Version 1.1

Publisher: Benel Tek

www.BenelTek.com
ASIN: B00T8VY8YG
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Support for this book can be found at:
www.ChessTrek.com

About this eBook

The introductory part of this book is written for older chess players, their parents and the chess coach if you have one. Younger chess players will need help from one or more of the previously mentioned people to get started and stay on track.

This book has been formatted and tested for the Kindle Fire HDX. It should look good on all the Kindle Fire devices. The book has been tested on Kindle for Android and the iPhone with good results. The book has also been tested with the Kindle for PC application. When using the Kindle for PC and working in the Problems and Answers section, you may prefer to reduce the width of the application window so that only one chess diagram displays at a time. Otherwise you may see the solution alongside the problem and be robbed of the opportunity to work through the solution on your own. You can also try changing the page margins to get the desired result.

Like all Kindle books there is a logical Table of Contents also called a Navigation Control (NCX view) file. When using a Kindle or cell phone, NCX view can be accessed by a tap on the central area of the viewing screen and then pressing the icon in the upper left corner. The icon looks like 3 small parallel lines.

When viewing chess diagrams on a Kindle or similar device it is best to view the book in portrait mode. This way each diagram will display with its associated text. A double tap to a diagram will maximize the image. This also works for the front cover.

If you would like to get started now and would like to bypass most of the introductory reading, you can do so by going to the Prologue. If you would like to solve some problems without any help - go to the Problems Only section.

The Kindle Format

This kindle book format works. I recently showed it off at a chess camp of 10 year old students. It got their attention and focus in an amazing way. I can truly say that solving these problems captivated the campers unlike anything else we did that day.

The diagrams are large and in color. The answers are on the very next page after each problem. No more flipping back and forth to the back of the book for the answers. You will know right away if you were correct or not. Most answers are well analyzed with their own color diagrams. In fact most of the time the supporting text below the diagram is not necessary to understand the solution.

Dedication

We give thanks to all those that have sacrificed much and worked to give us a stable, prosperous, civil society in which we can spend time on things like chess.

This book series is dedicated to the development and training of our youth. Please share these books with as many of them as you can.

Table of Contents

About this eBook
Dedication

Preface

- How to Use this Book
- Board Markup

Prologue

Problems and Answers

- Mate in Two 1-10
- Mate in Two 11-20
- Mate in Two 21-30
- Mate in Two 31-40
- Mate in Two 41-50
- Mate in Two 51-60
- Mate in Two 61-70
- Mate in Two 71-80
- Mate in Two 81-90
- Mate in Two 91-100
- Mate in Two 101-110
- Mate in Two 111

Problems Only

- Checkmates 1-10
- Checkmates 11-20
- Checkmates 21-30
- Checkmates 31-40
- Checkmates 41-50
- Checkmates 51-60
- Checkmates 61-70
- Checkmates 71-80
- Checkmates 81-90

- Checkmates 91-100
- Checkmates 101-110
- Checkmates 111
- Answers Only

Chess Resources

About the Author

Preface

This book is for someone that has been playing chess for at least a few months, who may be a club and/or tournament player. You should know the rules of chess, how to read chess notation, and your board vision should be good enough to spot a checkmate. You should know about tactics like pins, forks, and double checks.

This book provides a set of chess problems as warm up exercises prior to competitive play. Once you have completed the Problems and Answers section of the book, the checkmates will become easy, so you can go through them quickly. From then on, this should be mostly about pattern recognition - not problem solving. The problems in the book can then be used as a warm up exercise before your games.

If you are a tournament player and have a USCF rating of 600-1200, this book will serve as a useful training tool. You should work through 10-30 checkmate problems a day during the time leading up to your next tournament. You will be doing the Problems and Answers section of the book, where the checkmate problem is given without any board markup, and then on the very next page the solution is given. On the pages that follow, board markup will be given (if necessary) to clarify the checkmate analysis. The board markup may be accompanied with a short explanation.

You should complete the Problems and Answers section of the book in a few days. You will now be ready to test yourself. During this phase work on the Problems Only section, doing 10 or more problems at a time. You need to write down the answers so that you can check them against the Answers section in the back of the book.

I also recommend that you time yourself for this section. You should be able to do 10 problems and write down the answers in 10 minutes or less. As you practice this routine you will become more proficient at spotting a checkmate pattern and recording your answer. Your score and your time will improve. Writing down your moves will increase your confidence and the accuracy of your score keeping.

Studying this book will help develop your board vision and keep your mind sharp. It will improve your ability to see opportunities to win the game, and will also help keep you alert to mating threats on your own king. Since this is a book of two move checkmates, you will practice the art of keeping more than one variation of a two move sequence in your head. I would like to point out that the book format is superior to chess playing software in one respect. The pages of a book are static, you cannot move the chess pieces around. This will help discipline you to use your mind - not your hands.

How to Use this Book

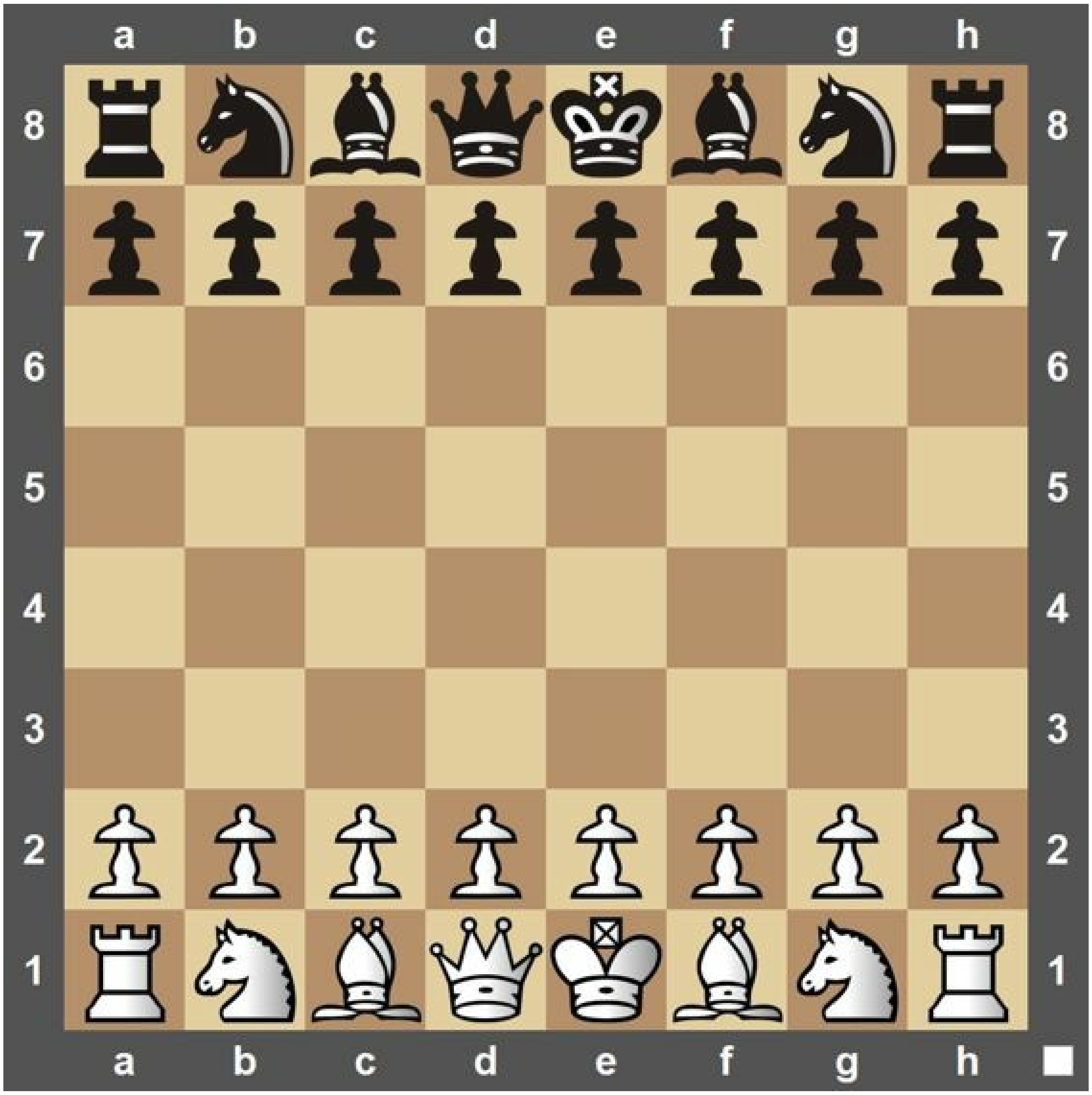
Take your time and try your best to solve each exercise. You will only get one chance to work through the problem fresh, after that you will use the book to practice and reinforce your pattern recognition.

It is recommended that you do 10-30 problems before your games. This will help get your mind in gear before you play. Do not look ahead and do not use a computer. I encourage you to solve these on your own, you will be thankful you did.

You may like to add another element to your training by using a stop watch, or chess clock as a timer. See how long it takes to do the first 20 problems for example. Then a few days later try the same problem group again and see how your time and accuracy have improved.

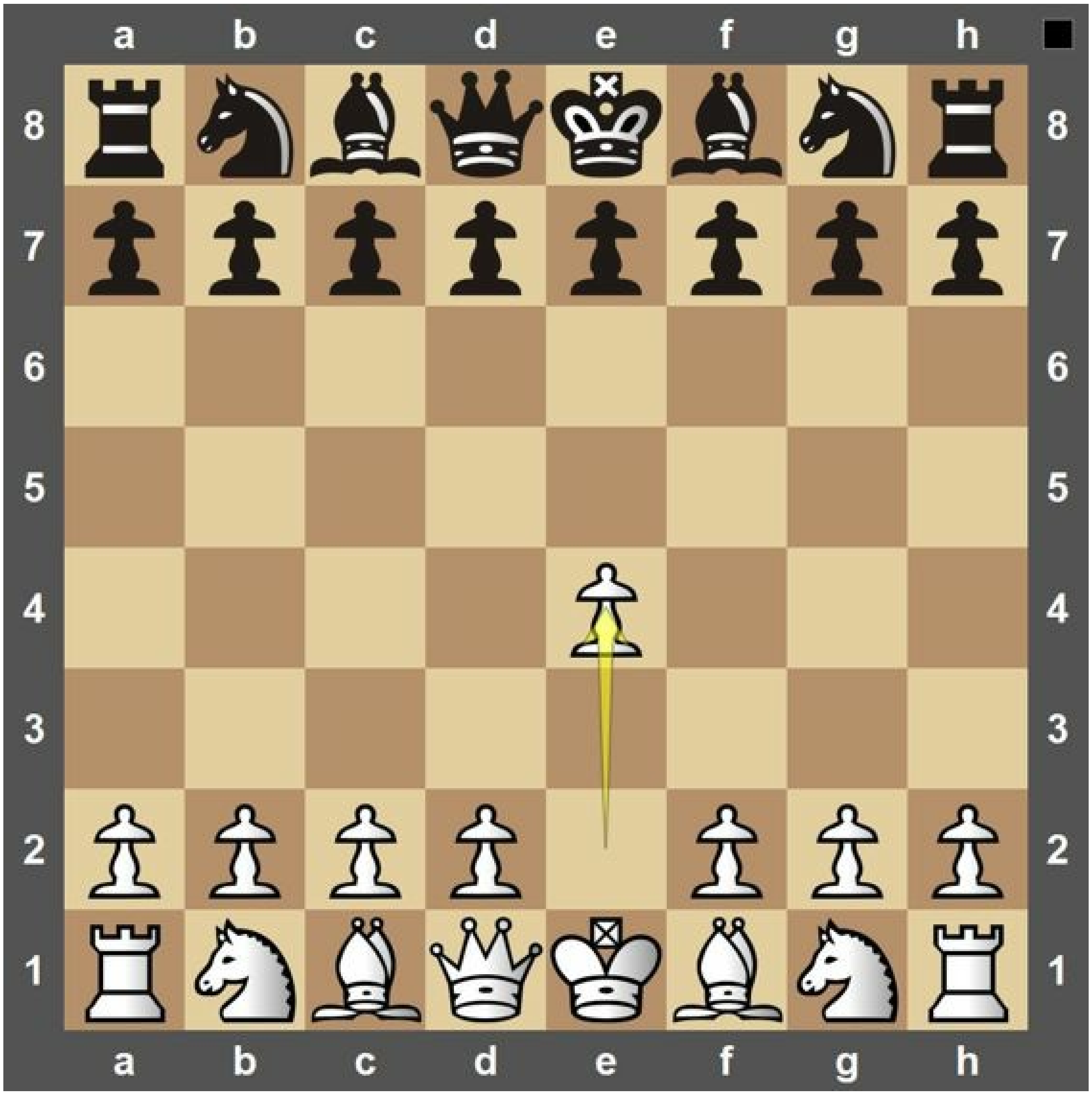
Board Markup

Symbols (arrows, squares and circles) are used in many of the chess diagrams. A red arrow is used to show an attack, or the squares that a particular chess piece has influence or control over. The yellow arrow that trails behind a piece shows a move that has just been made by that piece. A green arrow indicates a future move or part of a planned series of moves. A red square shows that the subject is the square on the board and the red indicates an attack or control of that square. A red circle shows an attack on the chess piece under the circle. A red circle may also be used in the case of a checkmate to show a square not available to the king because a piece of the same color as the king occupies the square.

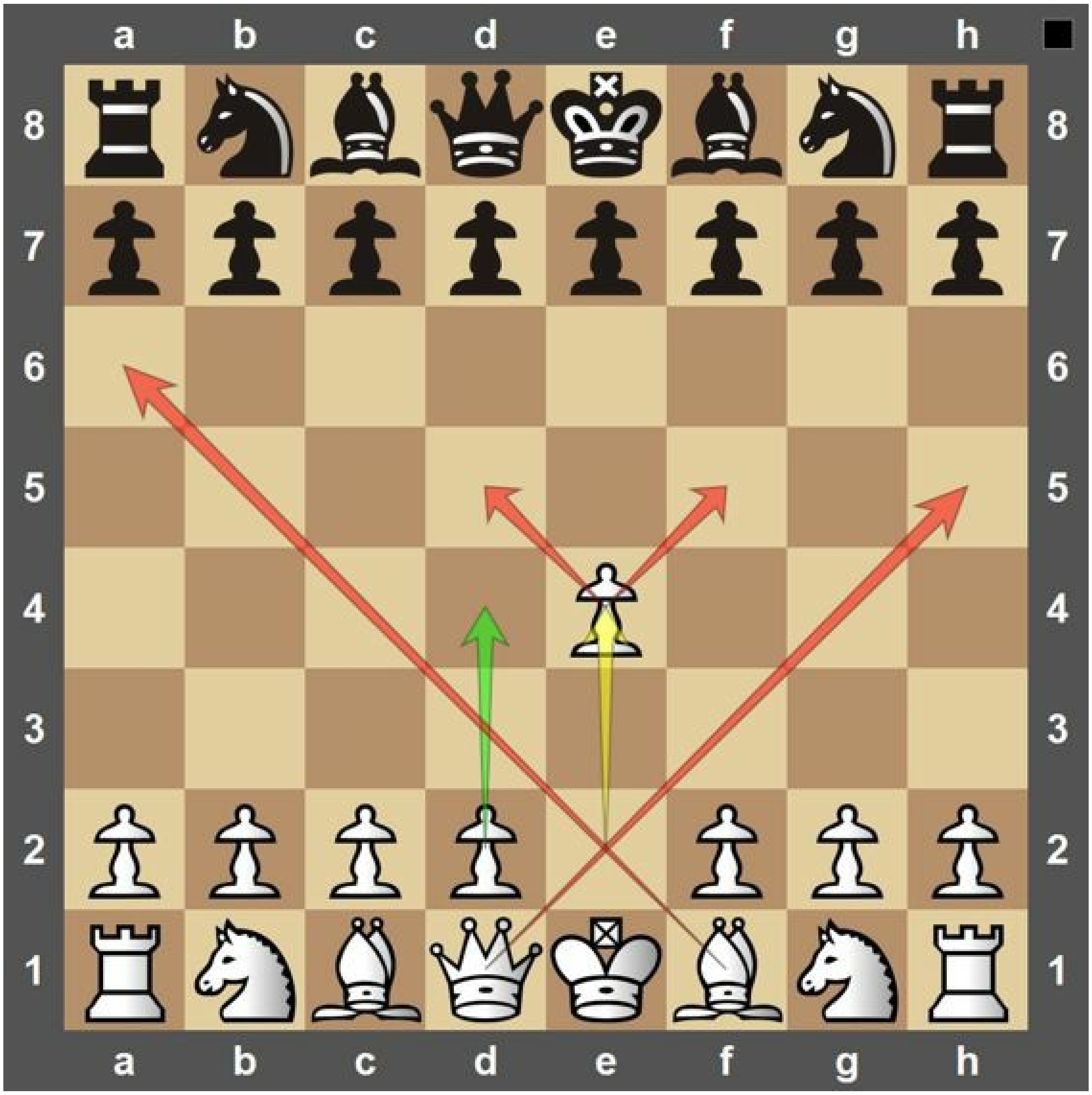


Who’s Turn Is it?

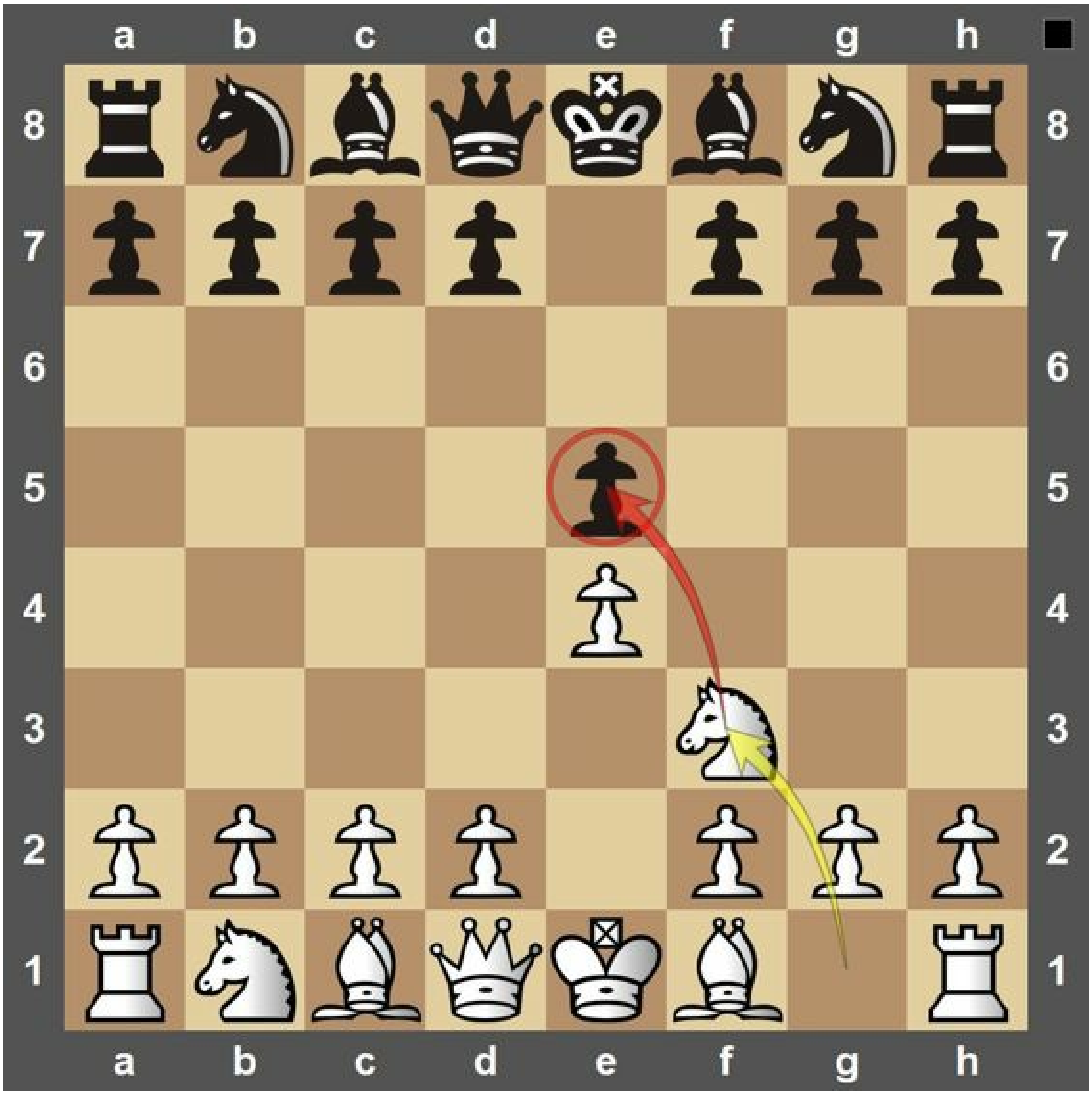
On the right side of each chess diagram you will see a small square. A white square in the lower right corner indicates that it is White’s turn to play.



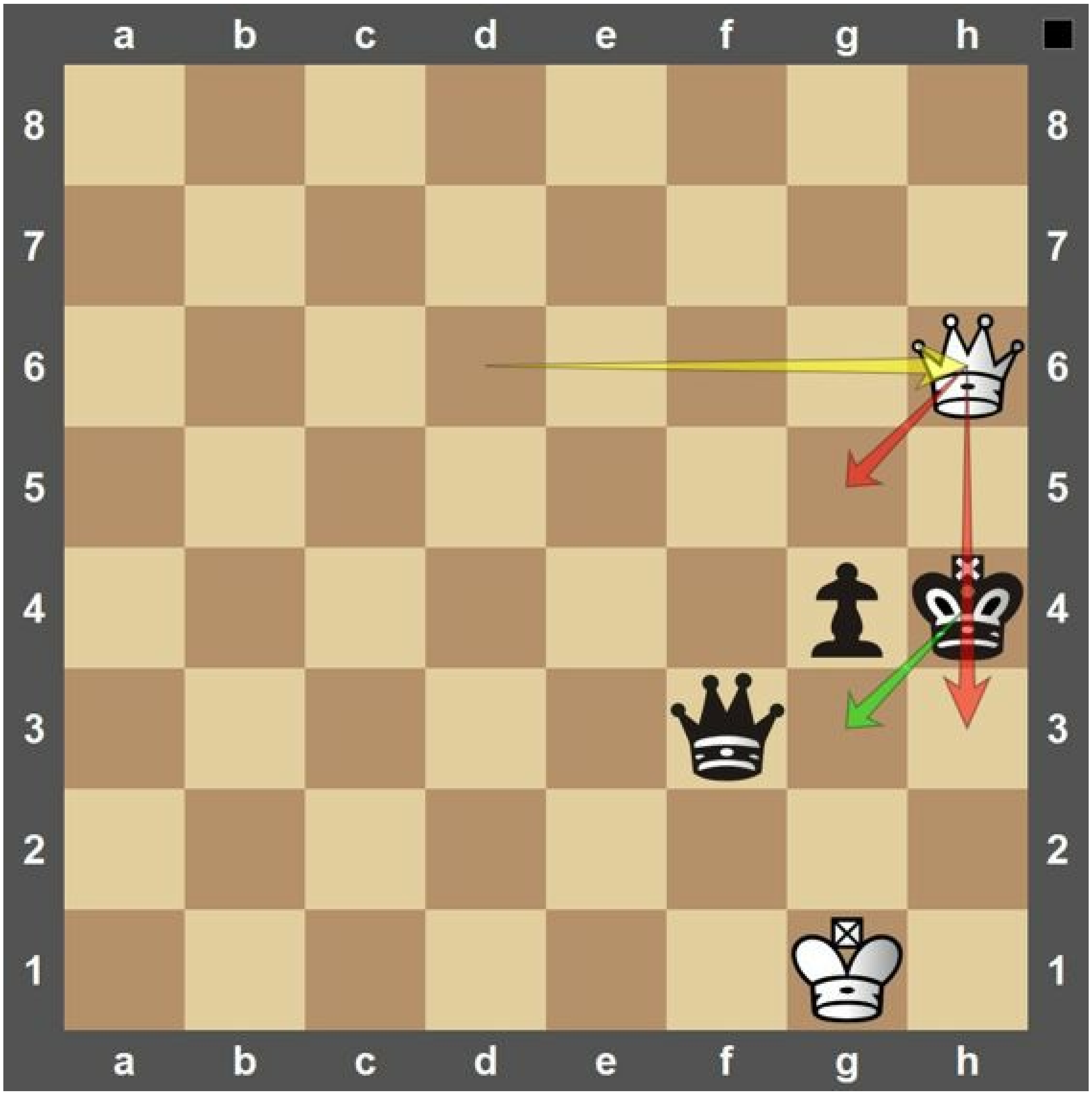
A black square in the upper right corner indicates that it is Black’s turn to play. If you have a contrast problem on your system and cannot see the black square - just look for the white square, if it is not there it’s Black’s turn to play.



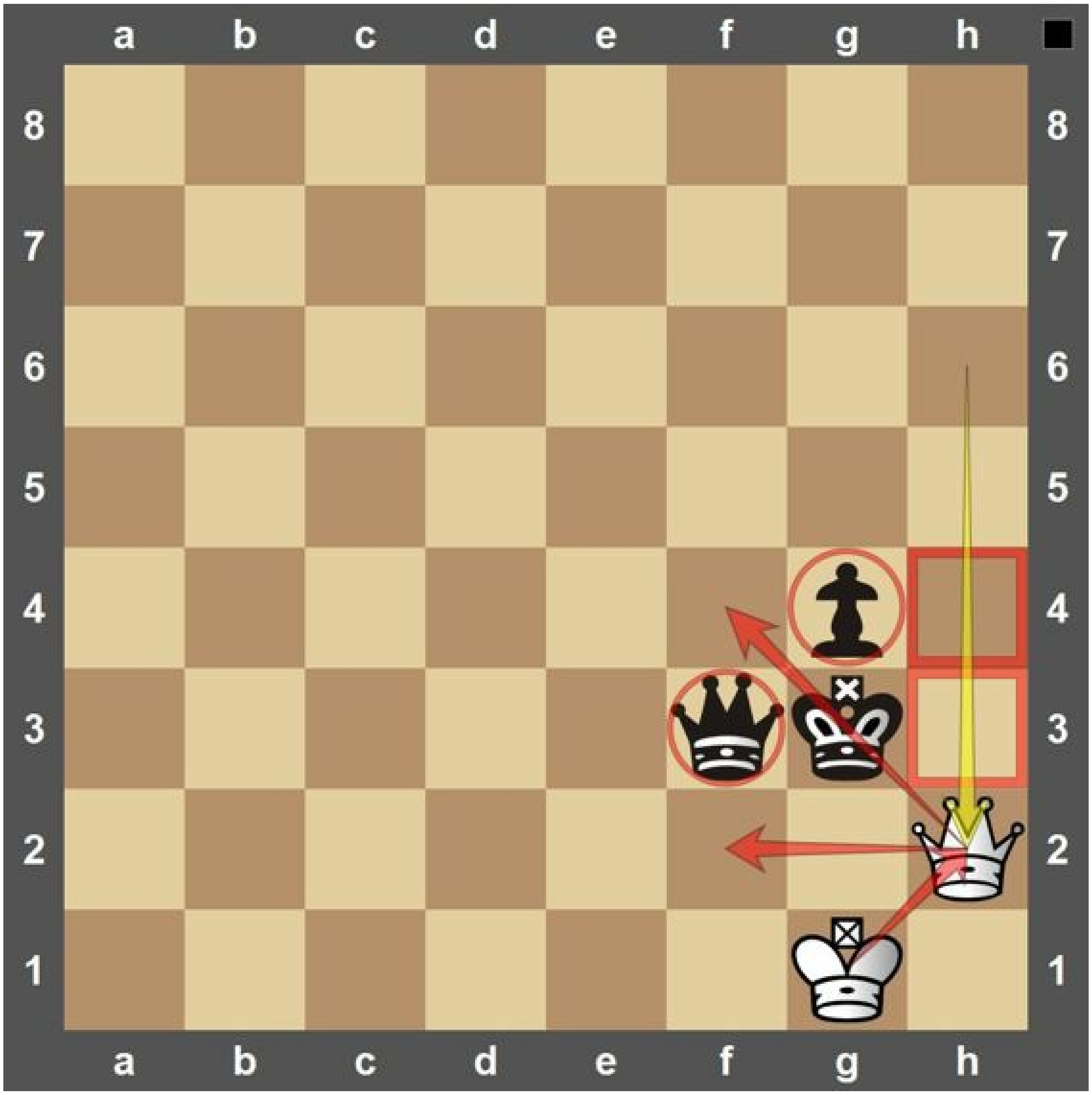
In this example the e4-pawn has just moved from the e2-square and that is shown by the pawn’s trailing yellow arrow. The e4-pawn also attacks d5 and f5, shown by its two red arrows pointing at those squares. The red arrows extending out from the queen and f1-bishop, show the range of influence of these two pieces. The green arrow pointing at the d4-square, shows that White would like to move the d-pawn to the d4-square.



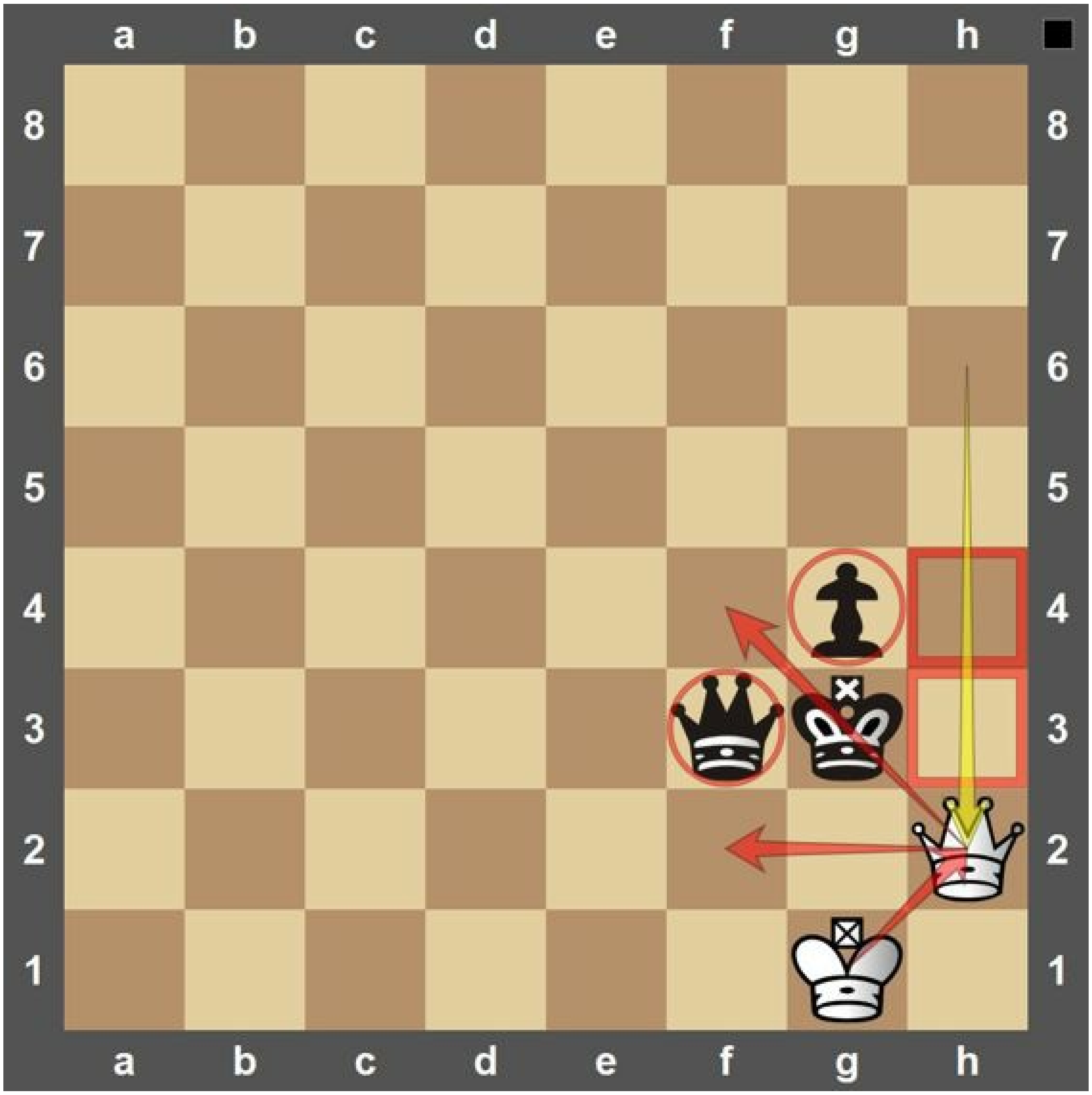
Knight moves are shown by curved arrows. In this example the knight has just moved from the g1-square to the f3-square. Knights jump over other pieces and they only attack the squares that they can land on. The f3-knight is attacking the e5-pawn. The circle around the e5-pawn further highlights this fact. Normally the circle is omitted to avoid cluttering the chessboard with too many symbols.



White has just played 1.Qh6+ the yellow arrow shows the queen move, the black king must move because of the check by the white queen. The only move for Black is 1...Kg3 shown by the green arrow.



The white queen guards the g2 and f2-squares, as shown by the red arrow. The white queen also guards the h3 and h4-squares, as shown by the two red squares. We use squares instead of a red arrow in this example because an arrow in that location would obscure the yellow arrow along the same line.

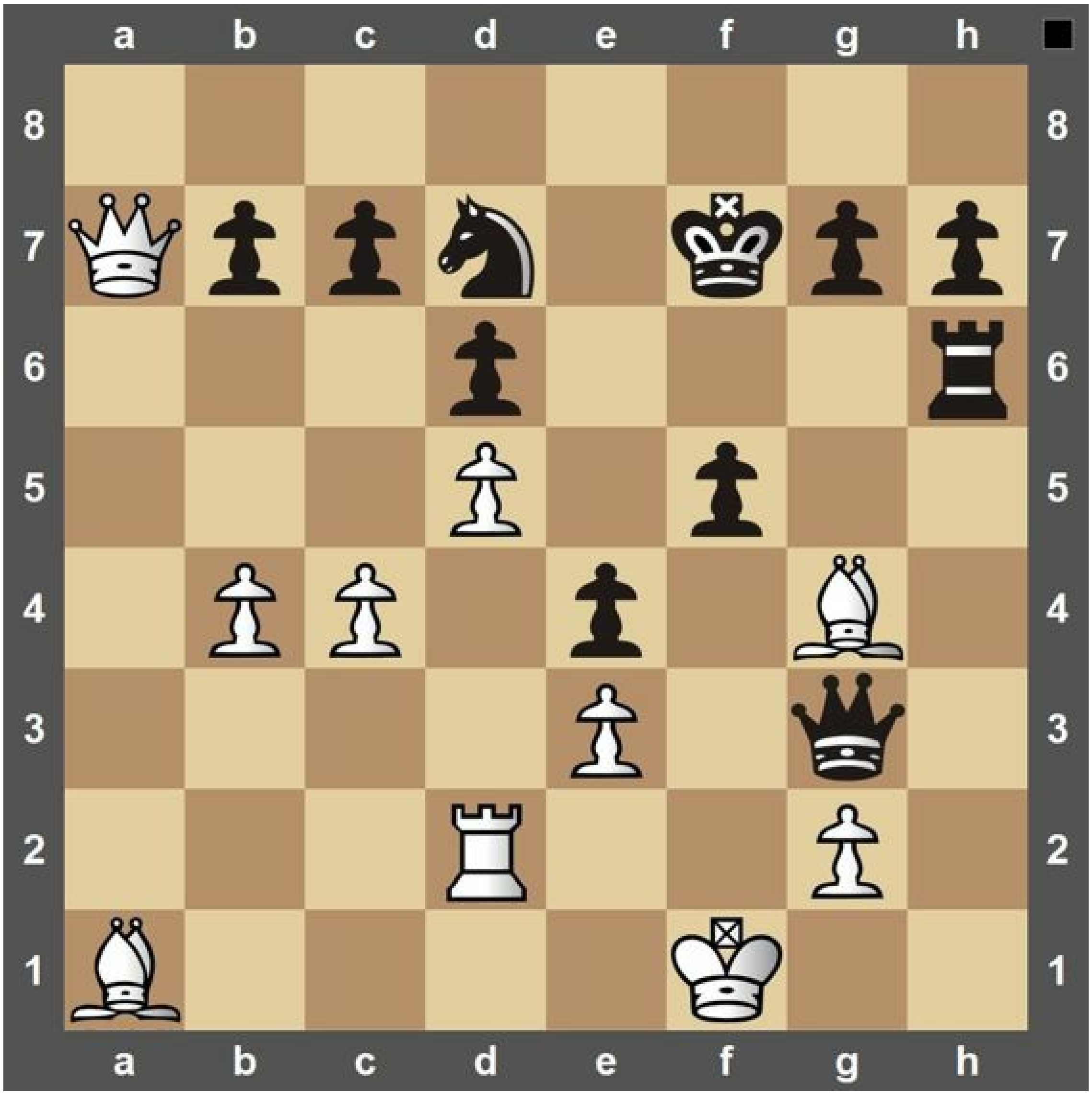


Notice the red arrows extending out from the white queen go only a few squares, even though the queen's range goes to the end of the board. This is to avoid unnecessary cluttering the chessboard. The two red circles - one around the black queen and the other around the black pawn, show that the black king cannot move to these squares because they are occupied by his own pieces.

Prologue

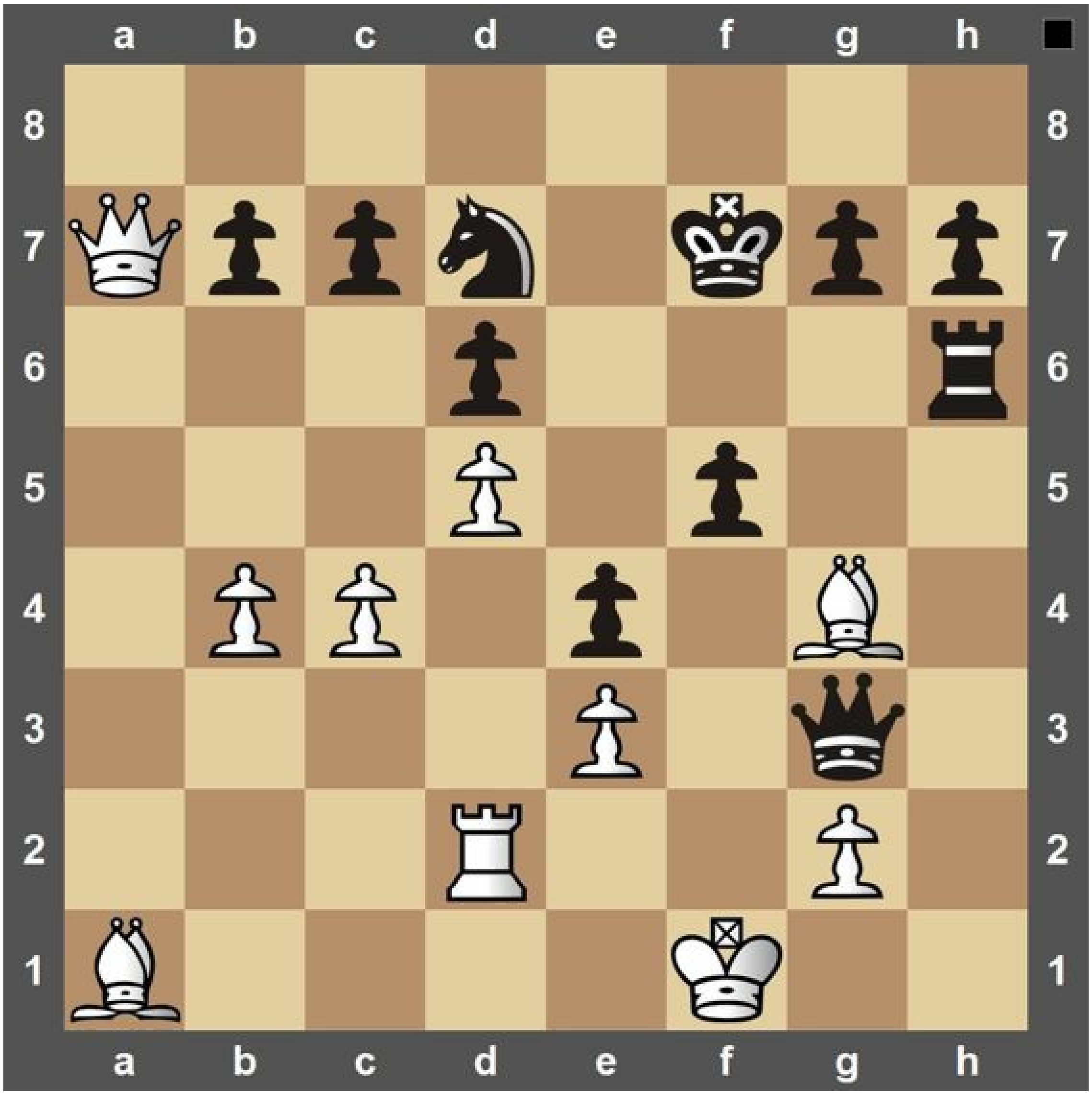
In order to be a successful chess player, you must master the art of checkmate. A good place to start toward that mastery, is through books like this one where you gain experience spotting common checkmate patterns that can occur in actual games.

Most checkmates are not brilliant examples requiring the sacrifice of material. Most are just ordinary easy to understand combinations that should require little or no thought to spot and then execute. The problem of spotting them in the heat of battle can be reduced substantially through the type of training that this book and the other books in this series provides. This type of training helps new chess players develop their board vision, so they can clearly see what is happening on the chess board.



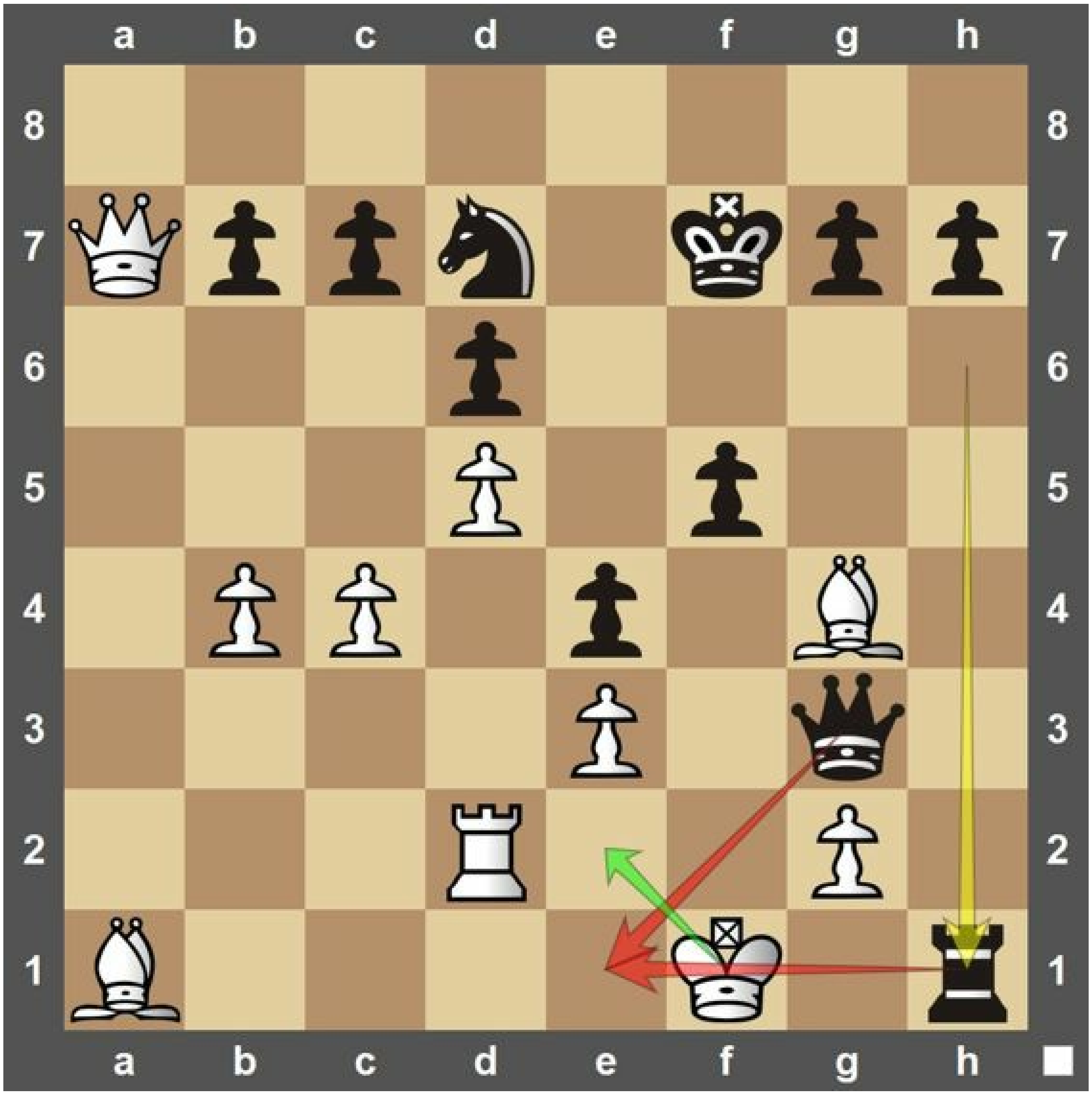
0: Black to move.

Each checkmate in the book will begin with a position that has no markup or comments - other than the problem number and whose move it is. Under that comment will be a : [Next] link. If you do not need to look at the answer on the next page and would like to go to the next problem, click (if you have a mouse) or press the [Next] link. Otherwise just turn the page for the answer.



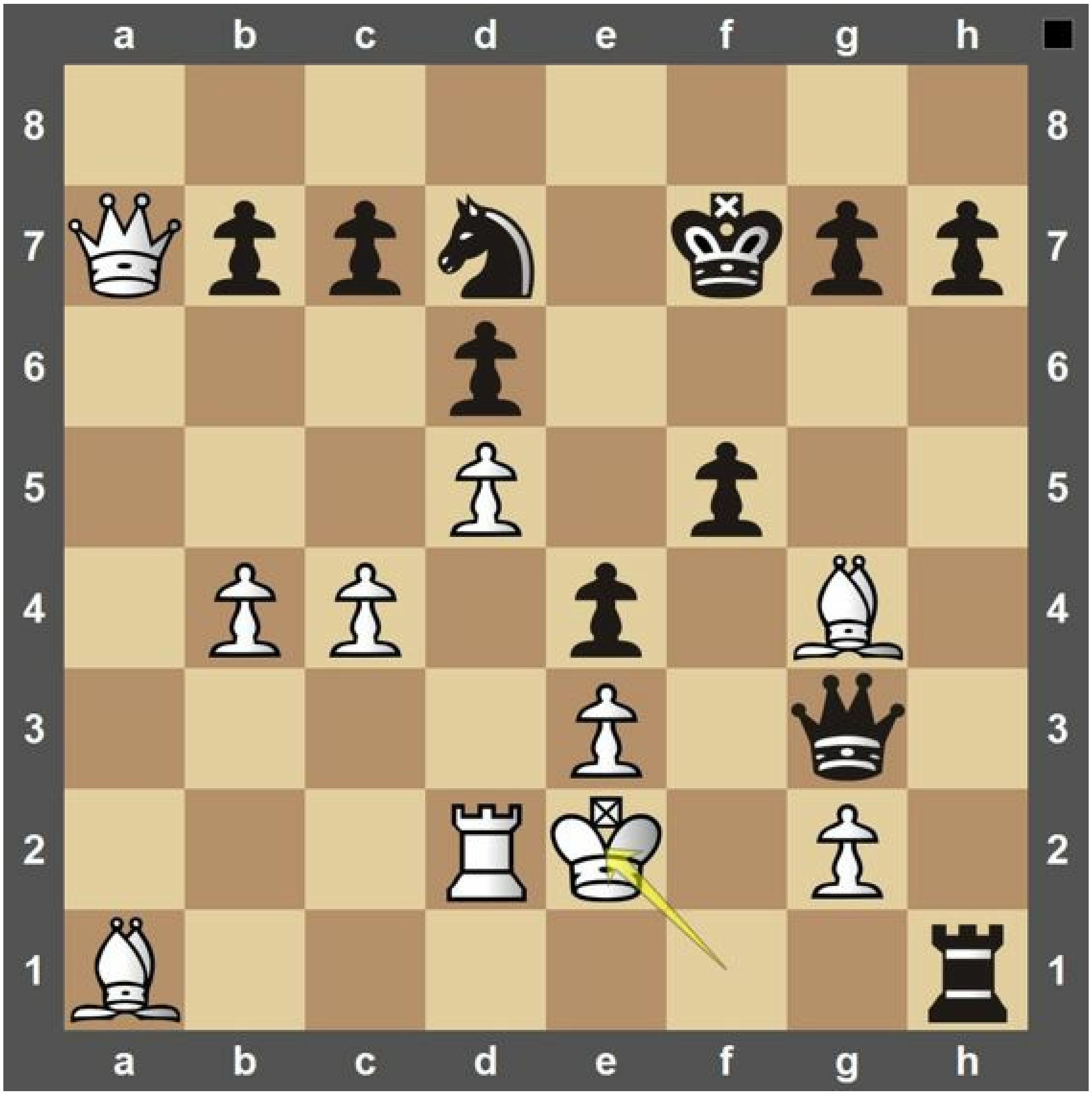
0: 1...Rh1+ 2.Ke2 Qxg2# [2...Re1#; 2...Qe1#]

The next page shows the same board image and lists all the moves in the answer. If you have not done so already, this is your chance to work through the problem in your head. Make sure you do not skip this part the first time you work through the book.



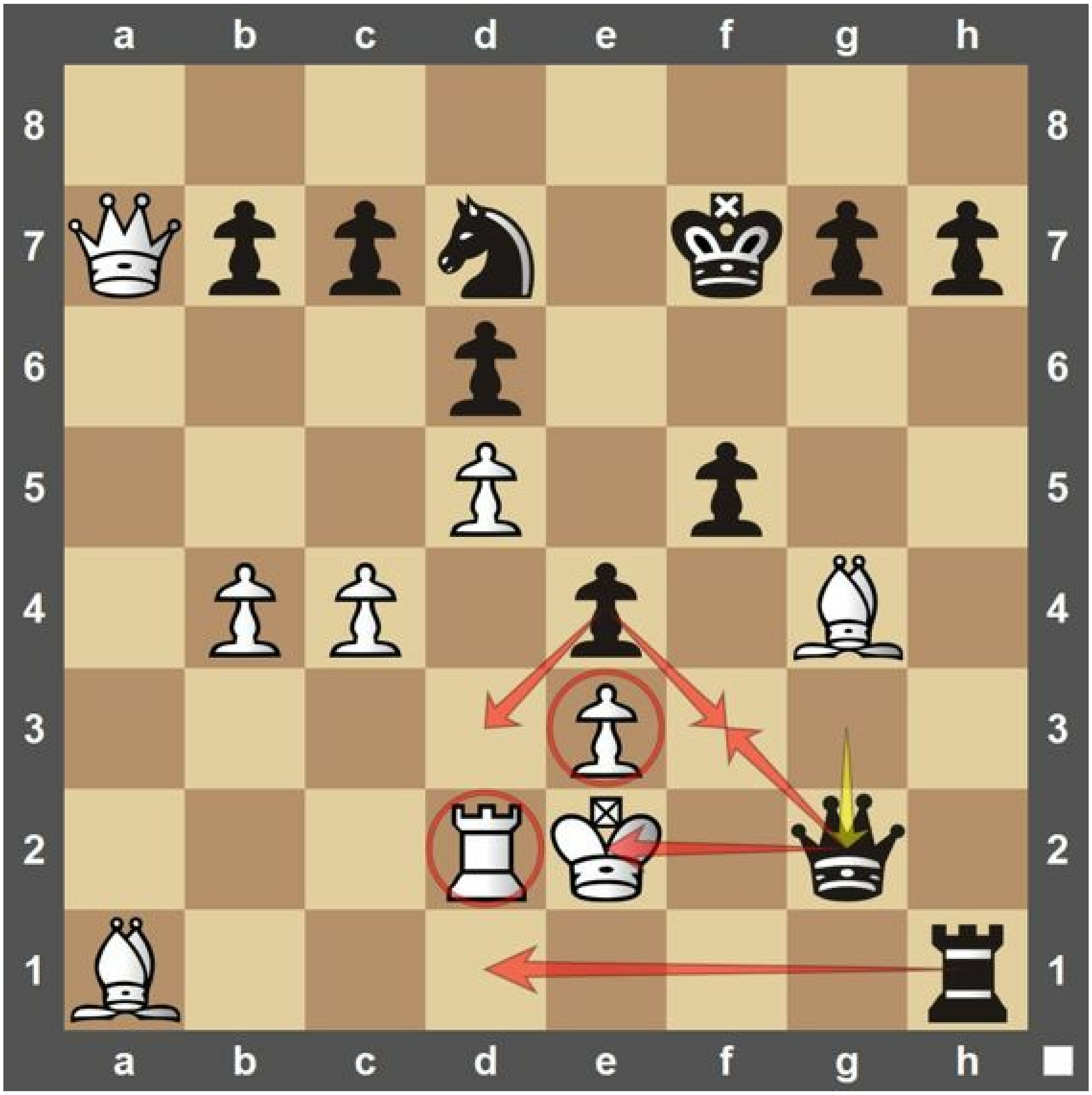
0: **1...Rh1+** 2.Ke2 Qxg2# [2...Re1#; 2...Qe1#]

Now work through the problem one move at a time. This is the position displayed on the front cover of the book. Notice that the move just made is now in bold. White has only one move to get out of check.



0: **1...Rh1+ 2.Ke2** Qxg2# [2...Re1#; 2...Qe1#]

Try to see the attack vectors in your head. Some of the diagrams are void of markup so you can develop and practice this important skill.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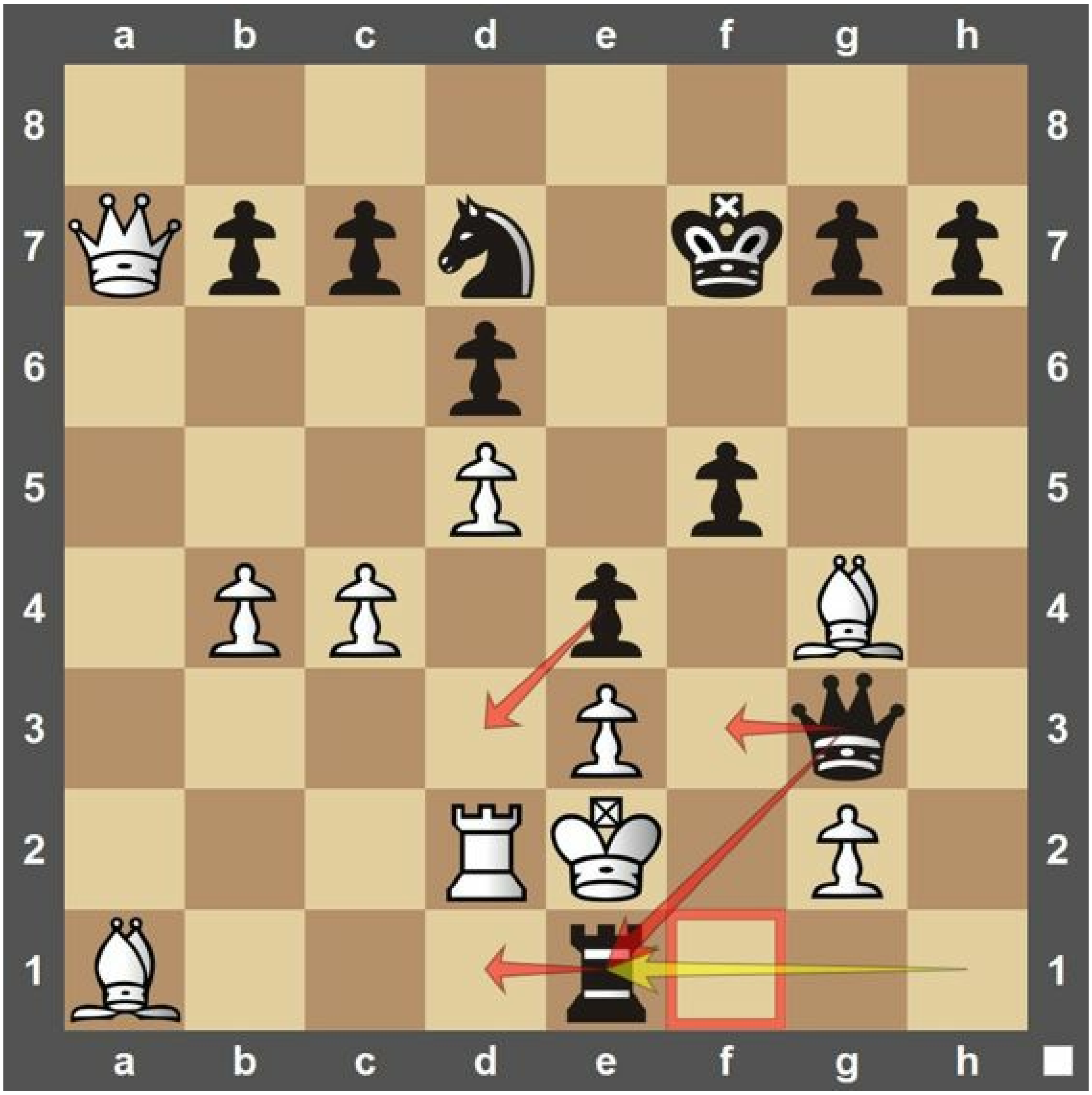
0: **1...Rh1+ 2.Ke2 Qxg2#** [2...Re1#; 2...Qe1#]
First solution.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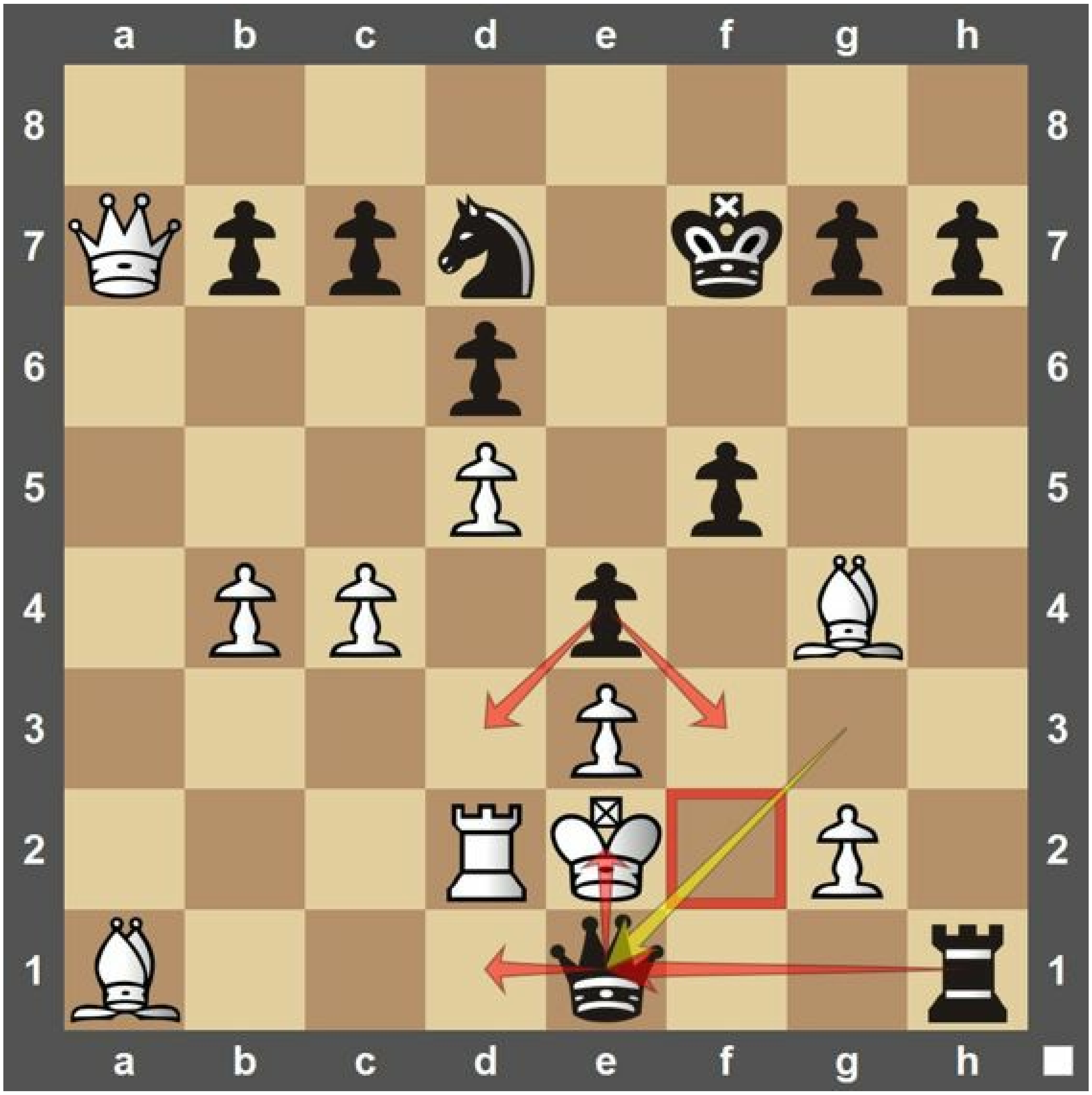
0: **1...Rh1+ 2.Ke2** Qxg2# [**2...Re1#**; 2...Qe1#]

Second solution. The e1-rook attacks the white king. Imagine the attack vector in your head.



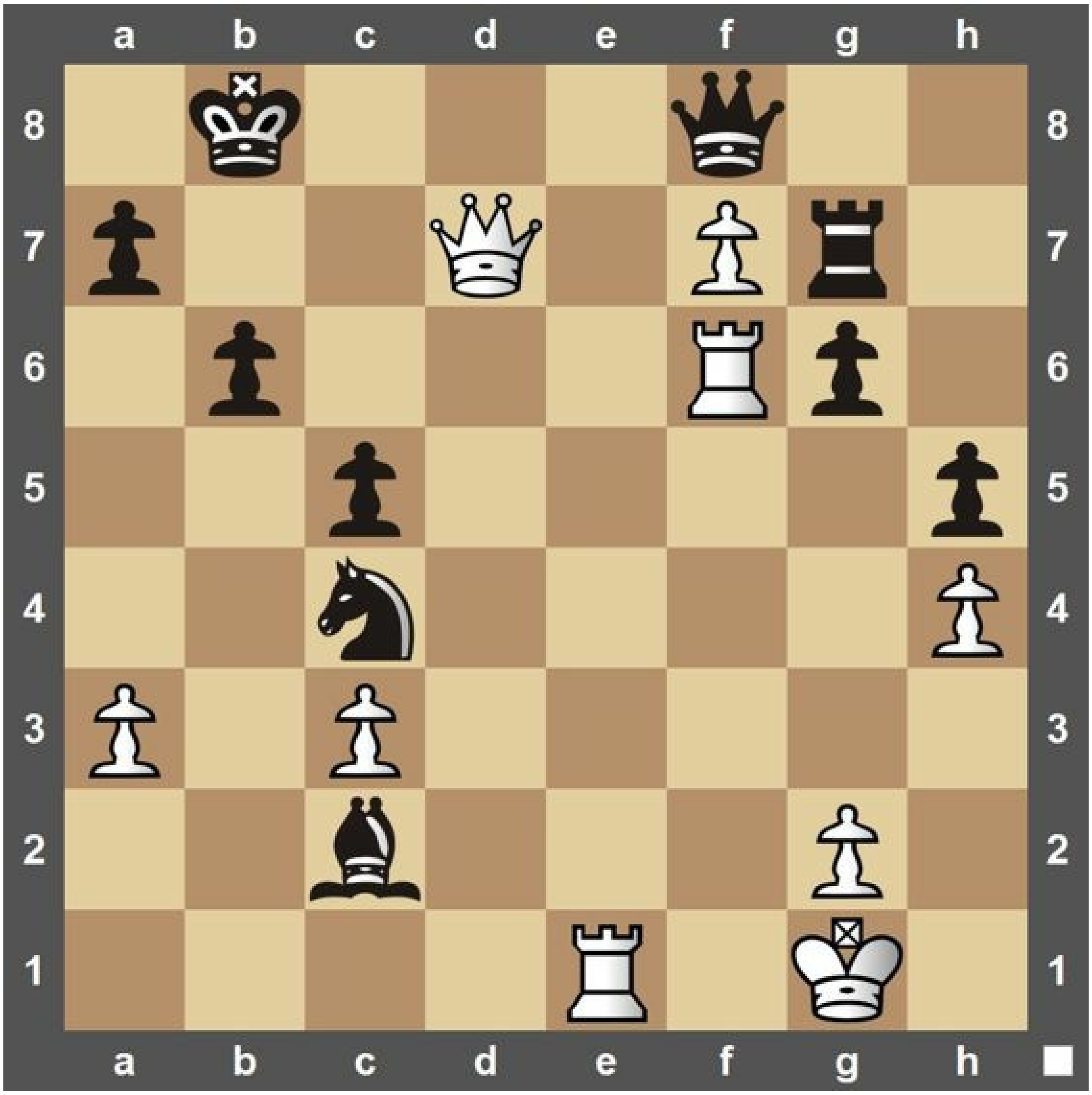
0: **1...Rh1+ 2.Ke2** Qxg2# [2...Re1#; **2...Qe1#**]
Third solution.

Problems and Answers

> *“Spassky sits at the board with the same dead expression whether he's mating or being mated.”*
>
> *Bobby Fischer*

We use very few words in this section. The diagrams speak for themselves. If a picture is worth a thousand words, then we have said much already. We try to keep the markup to a minimum and in some diagrams there will be none. If there is little or no markup, use your imagination and create the attack vectors in your mind.

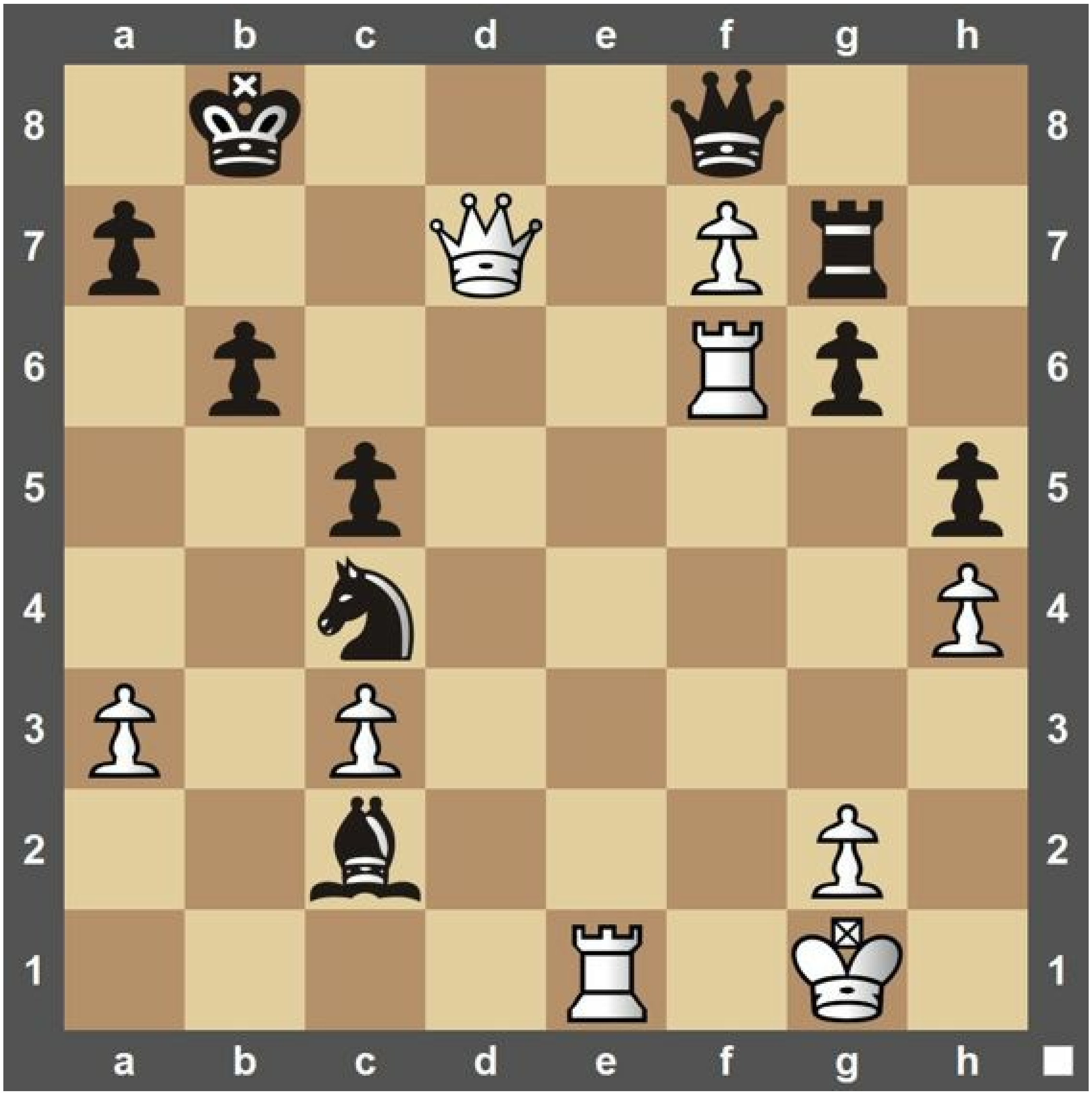
In this section all the checkmates can be done in two moves and your job is to find all of them. There are 111 checkmate problems for you to solve with a total of 163 solutions. The first time through, take your time. Strive to get 100% correct. Write down your answers. Work hard to not only get a checkmate in two moves, but keep a keen lookout for problems with more than one correct answer. To get 100% correct, you must find all the mate in twos for each problem. Sometimes clues are given telling you how many correct solutions to look for. In Problem 1 for example, there are two solutions.



1: White to move.

Do your best to find all the solutions before you look at the answer.

[Next]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1: 1.Re8+ Qxe8 2.fxe8Q# [2.fxe8R#]

Work through the position in your mind before you look at the analysis. Try to see each piece in its new location as you work through the moves.

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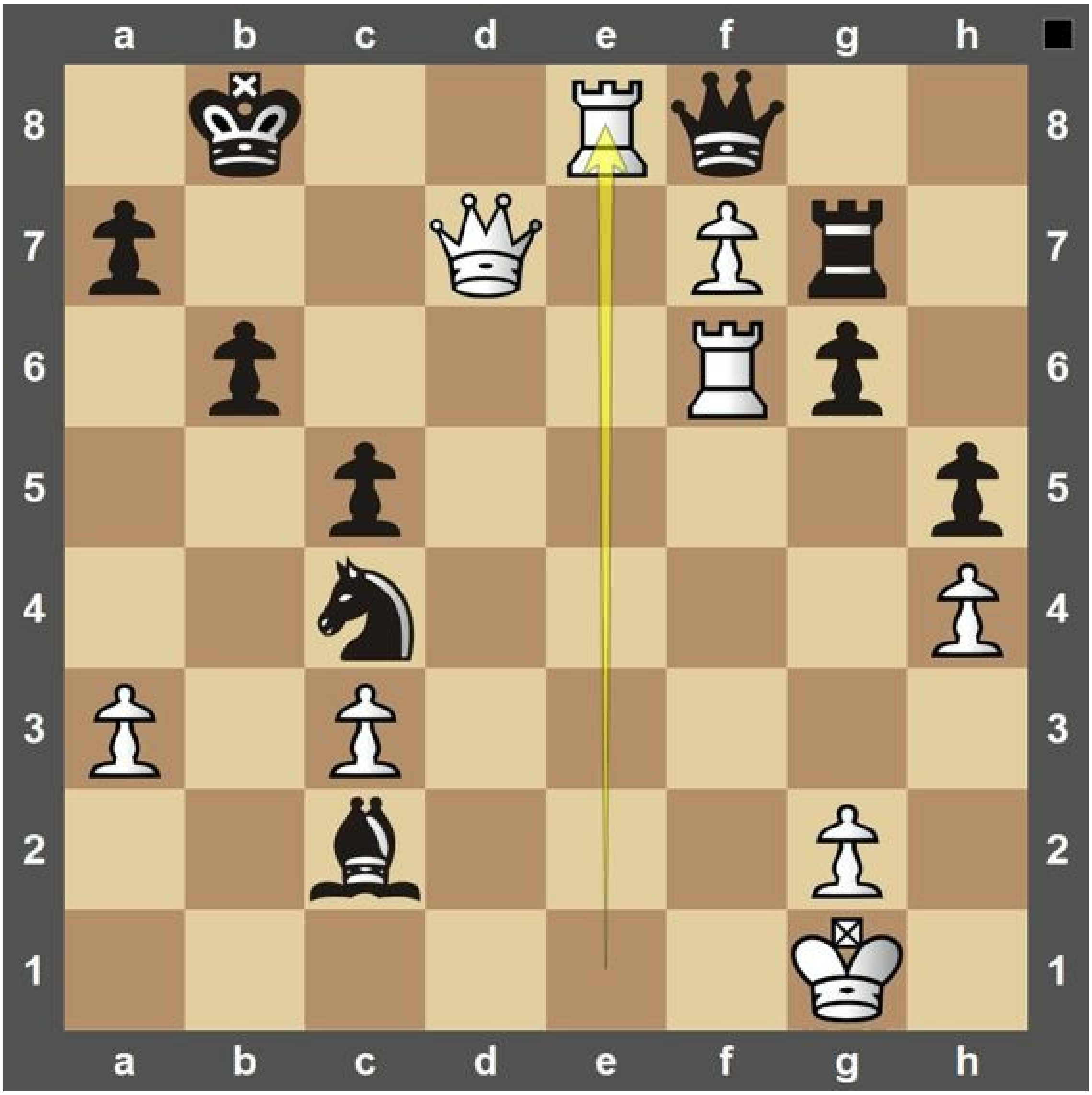
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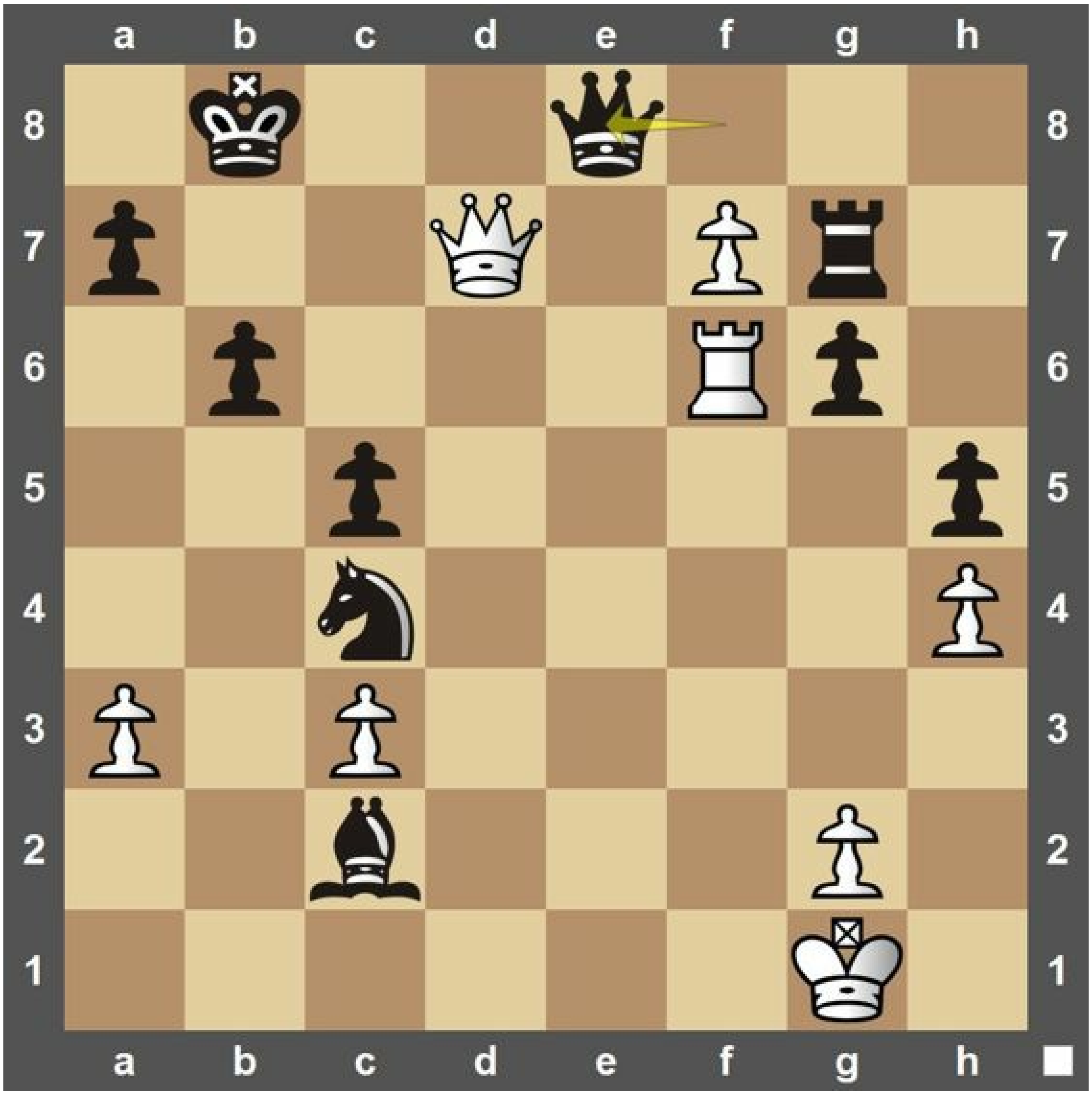
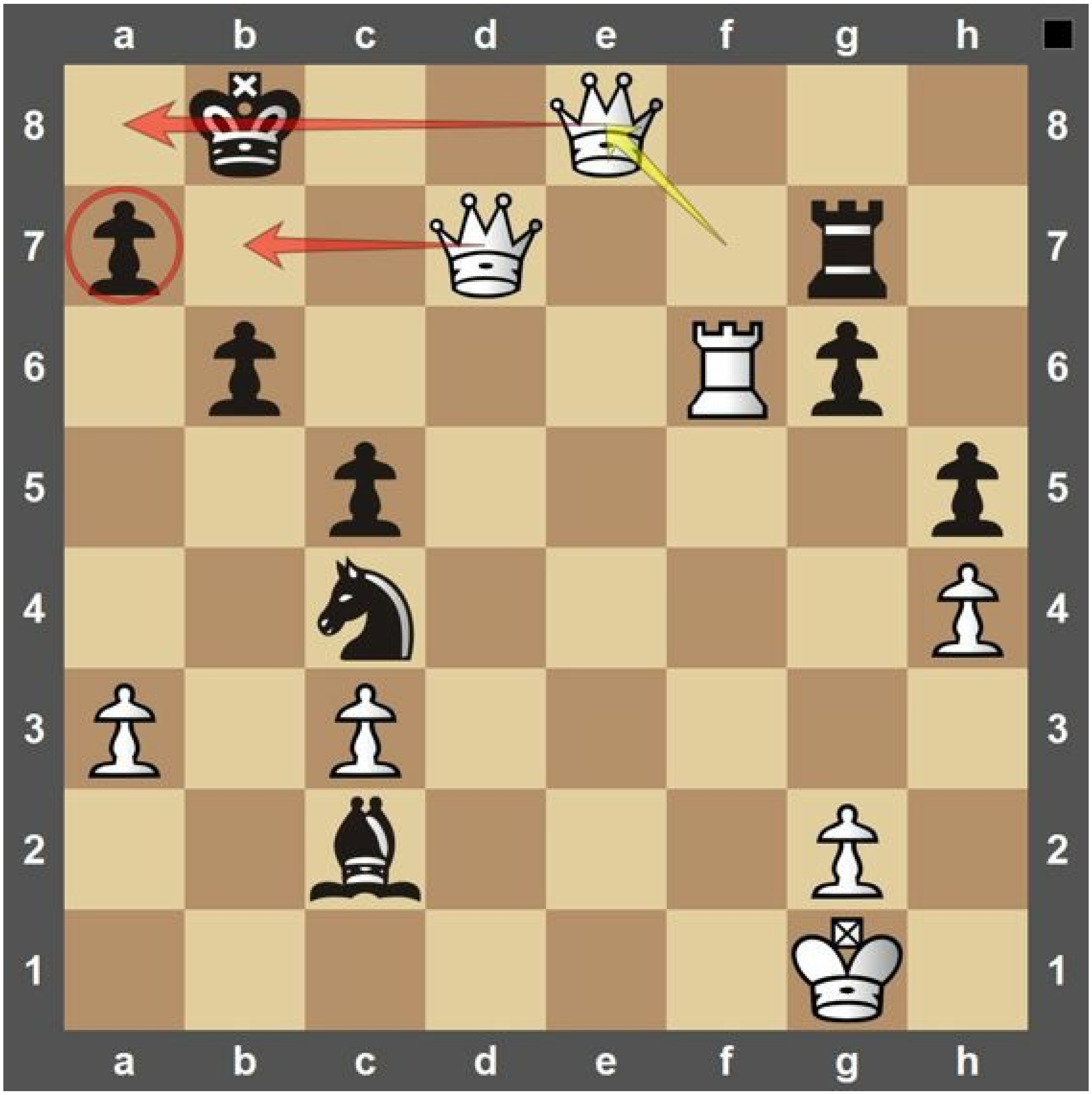
1: **1.Re8+** Qxe8 2.fxe8Q# [2.fxe8R#]
This fork on the black king and queen forces the exchange.



1: **1.Re8+ Qxe8** 2.fxe8Q# [2.fxe8R#]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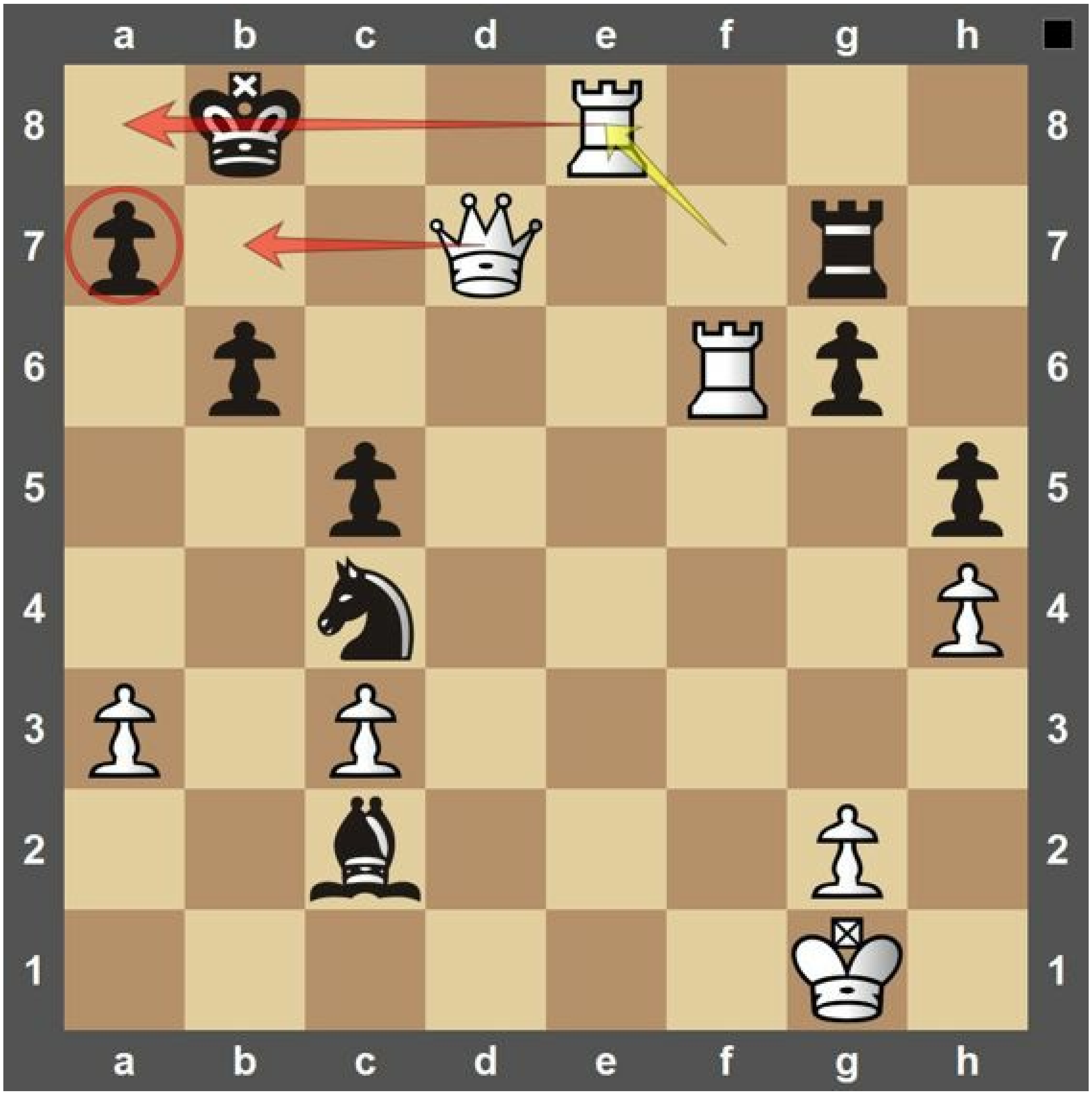
1: **1.Re8+ Qxe8 2.fxe8Q#** [2.fxe8R#]
Checkmate!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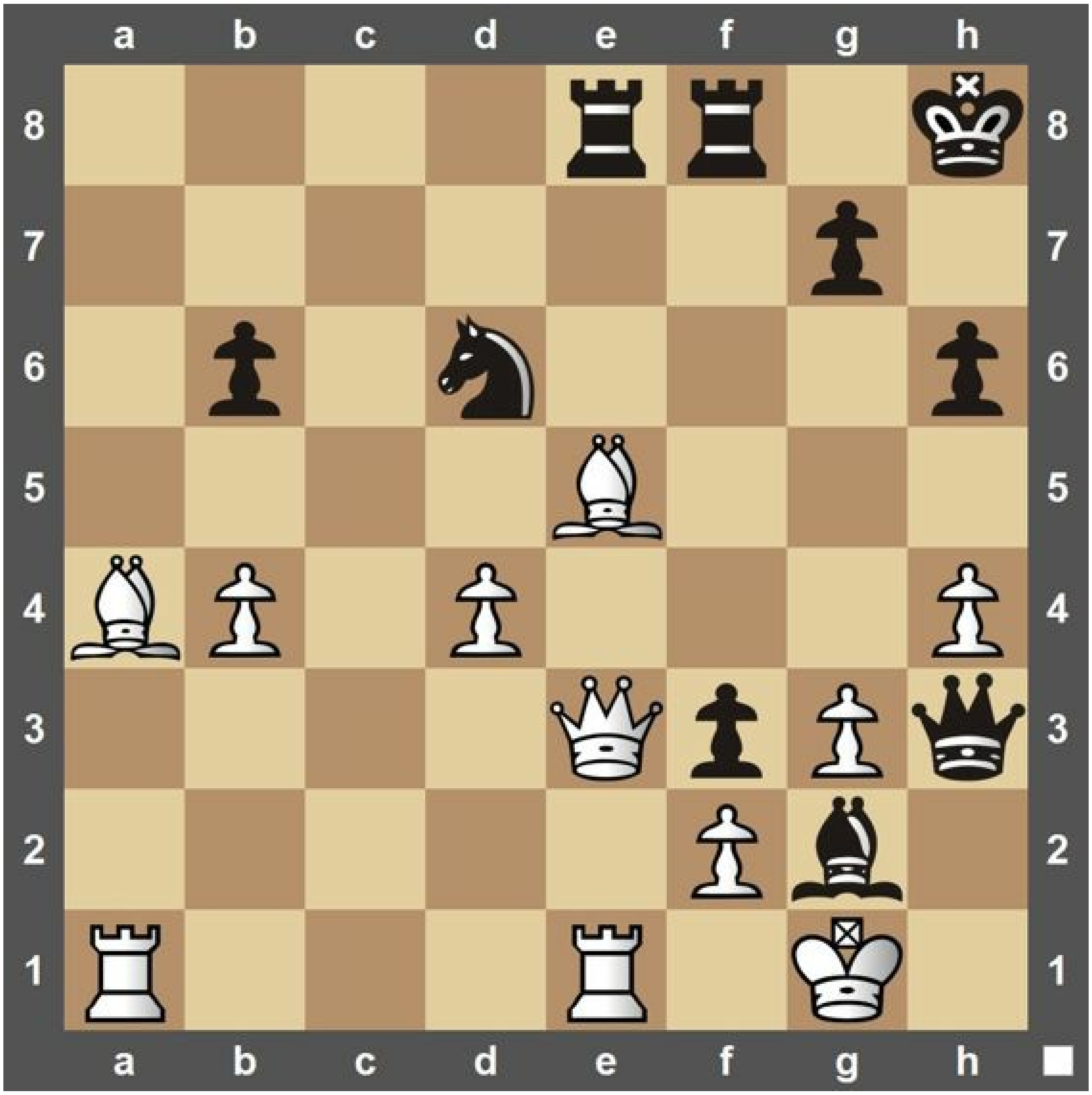
1: **1.Re8+ Qxe8** 2.fxe8Q# [**2.fxe8R#**]
The rook performs the same function as the queen in this case.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2: White to move.

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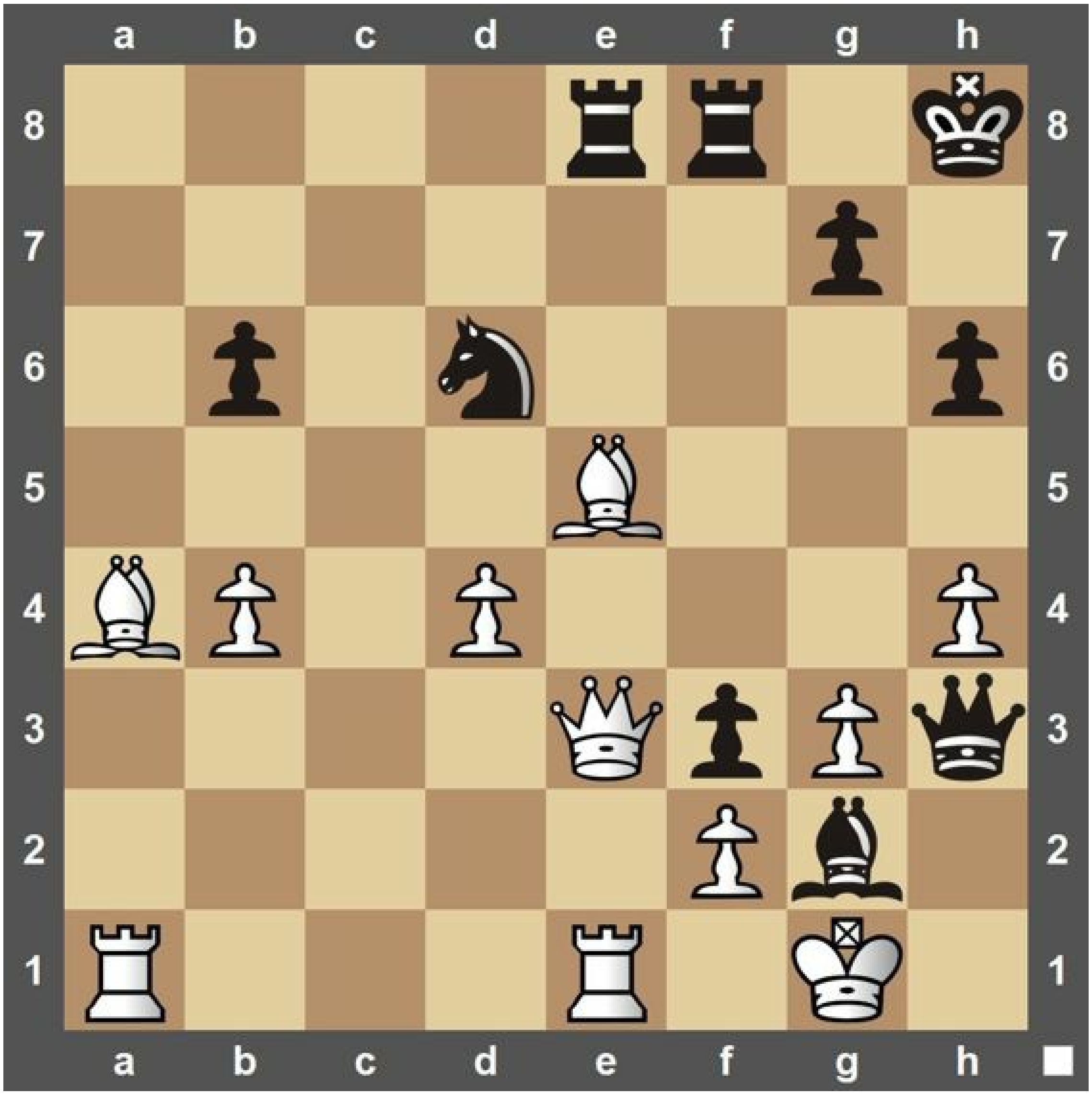
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2: 1.Qxh6+ Kg8 2.Qxg7#

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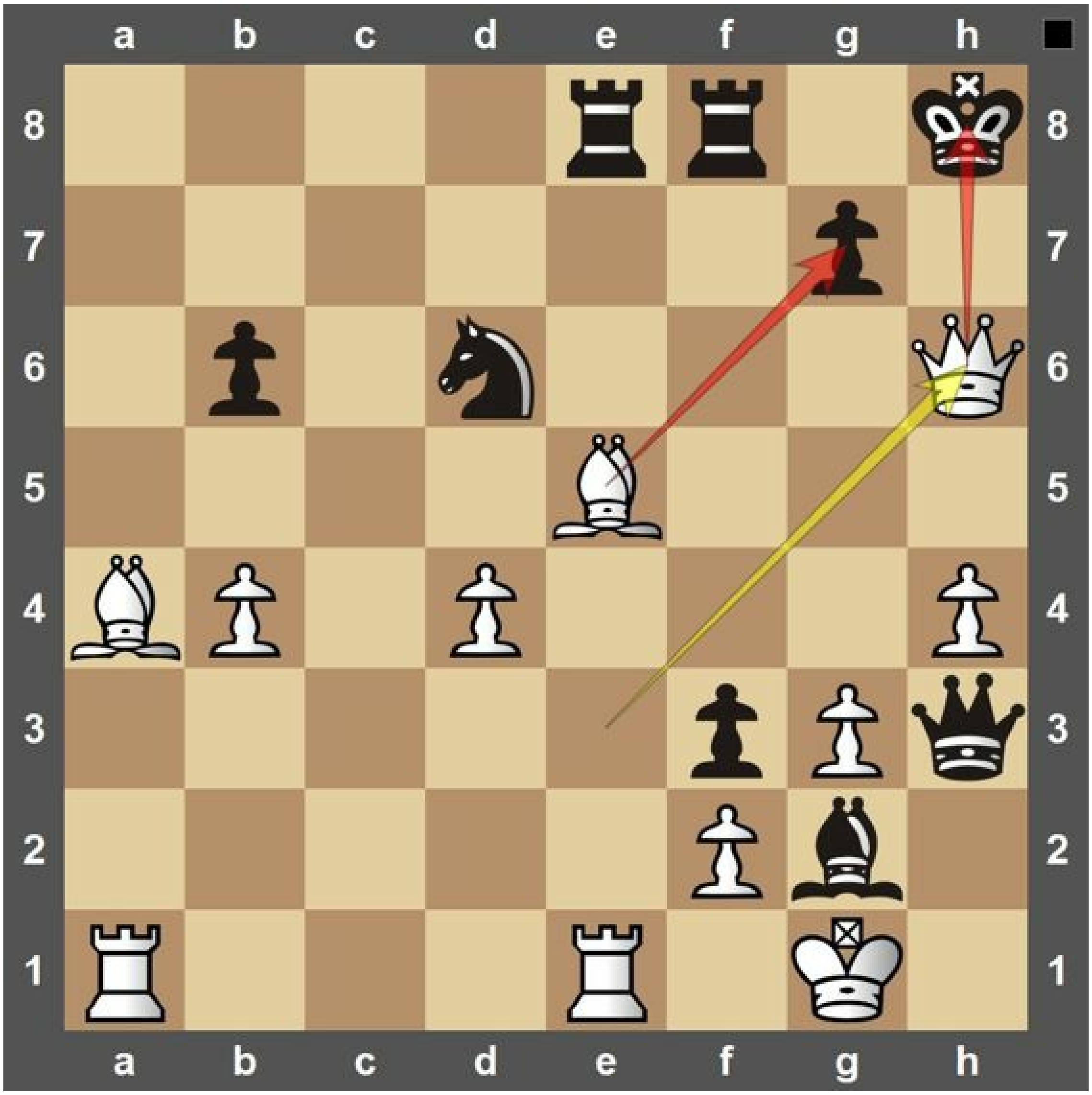
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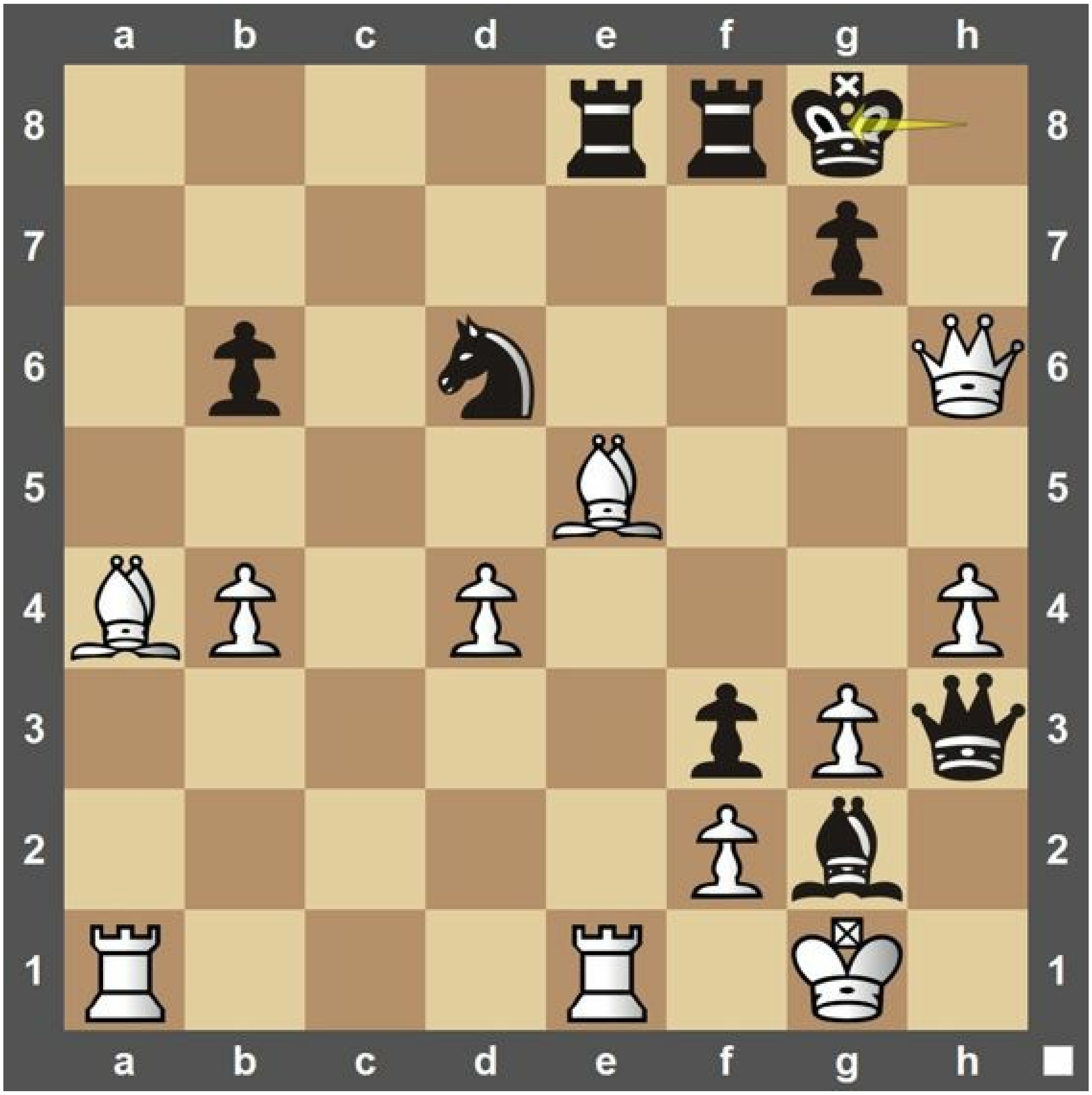
2: **1.Qxh6+** Kg8 2.Qxg7#
The pin on the g7-pawn protects the white queen.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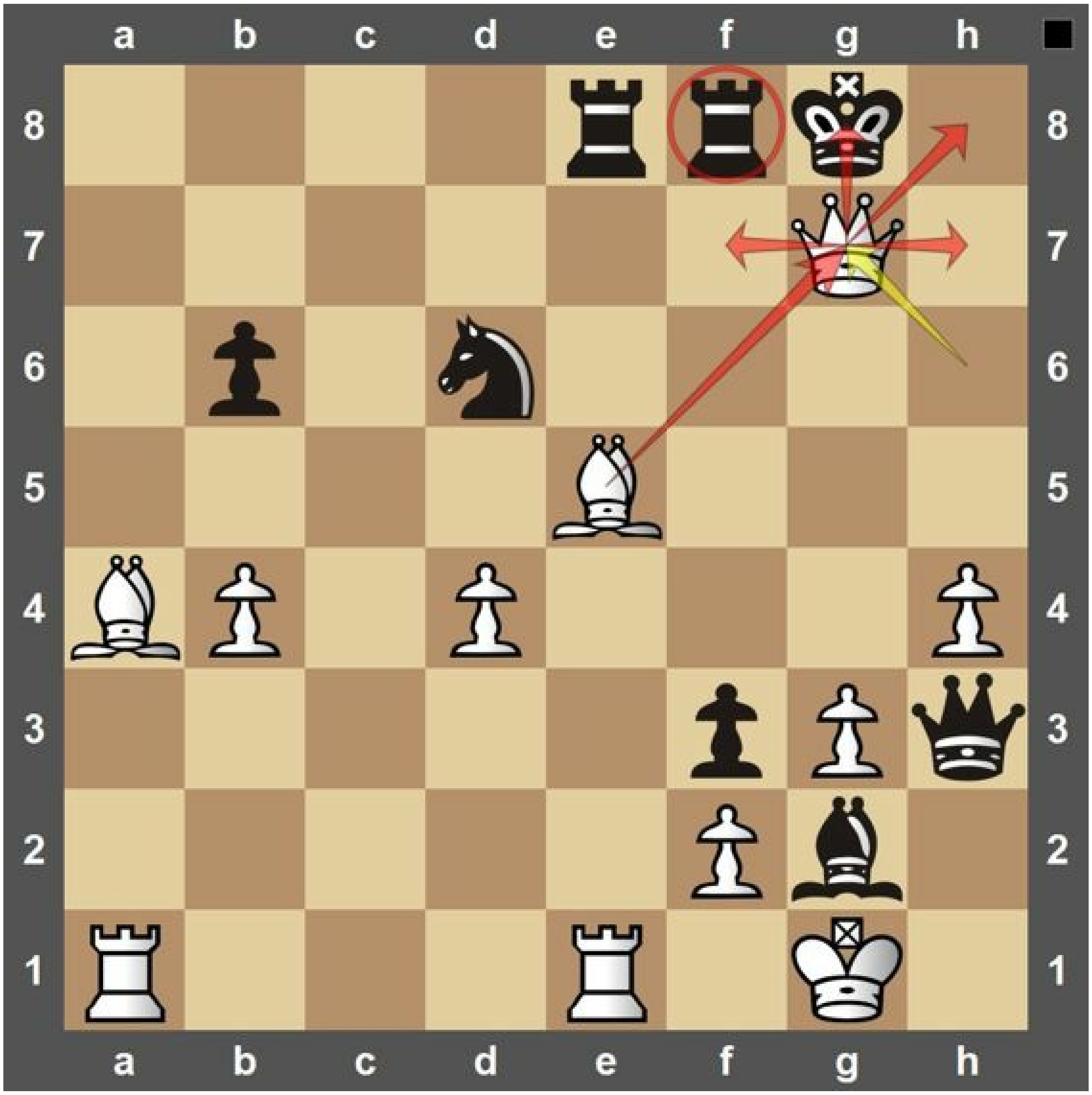
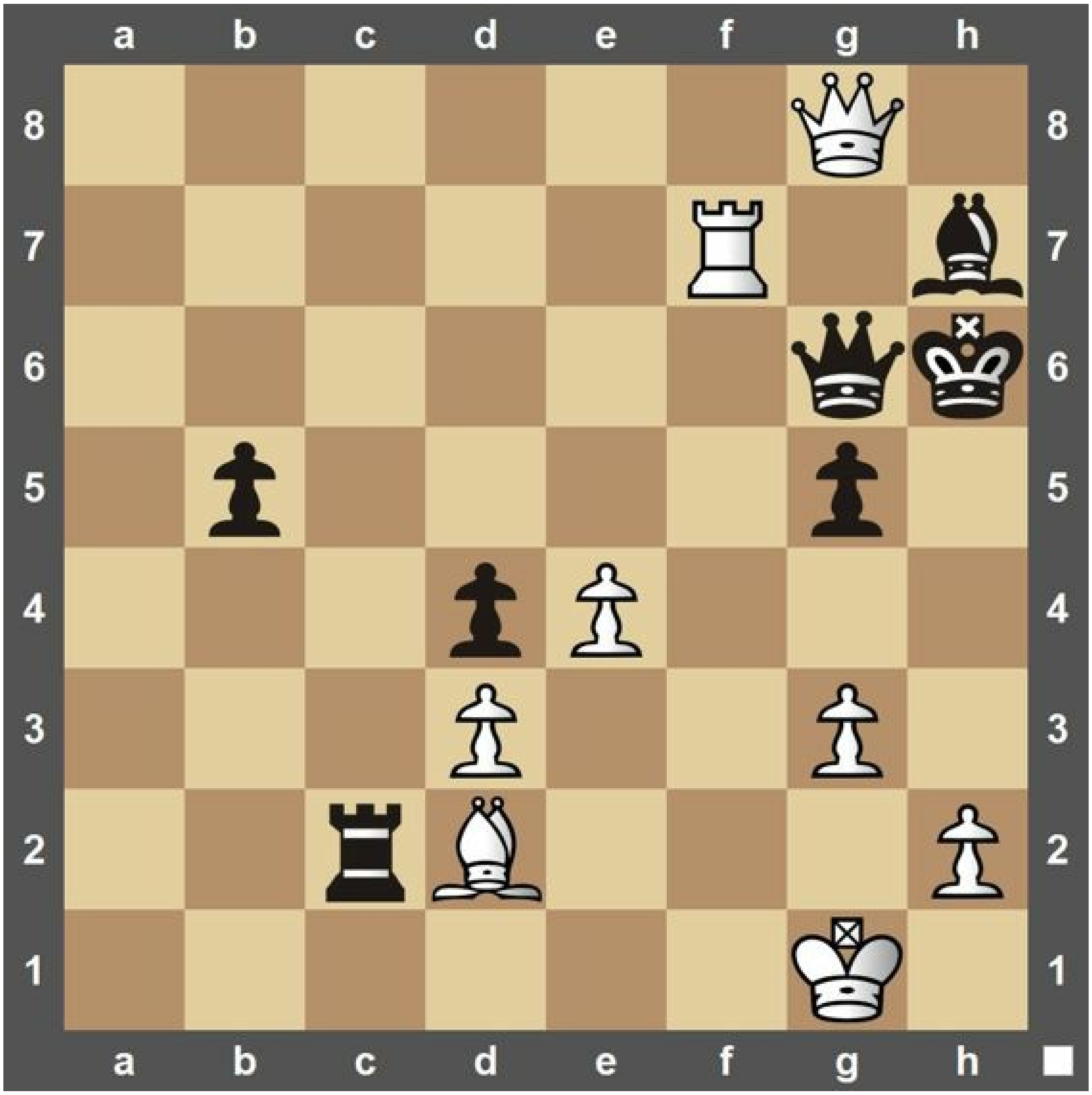
2: **1.Qxh6+ Kg8** 2.Qxg7#



2: **1.Qxh6+ Kg8 2.Qxg7#**
Checkmate!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3: White to move.

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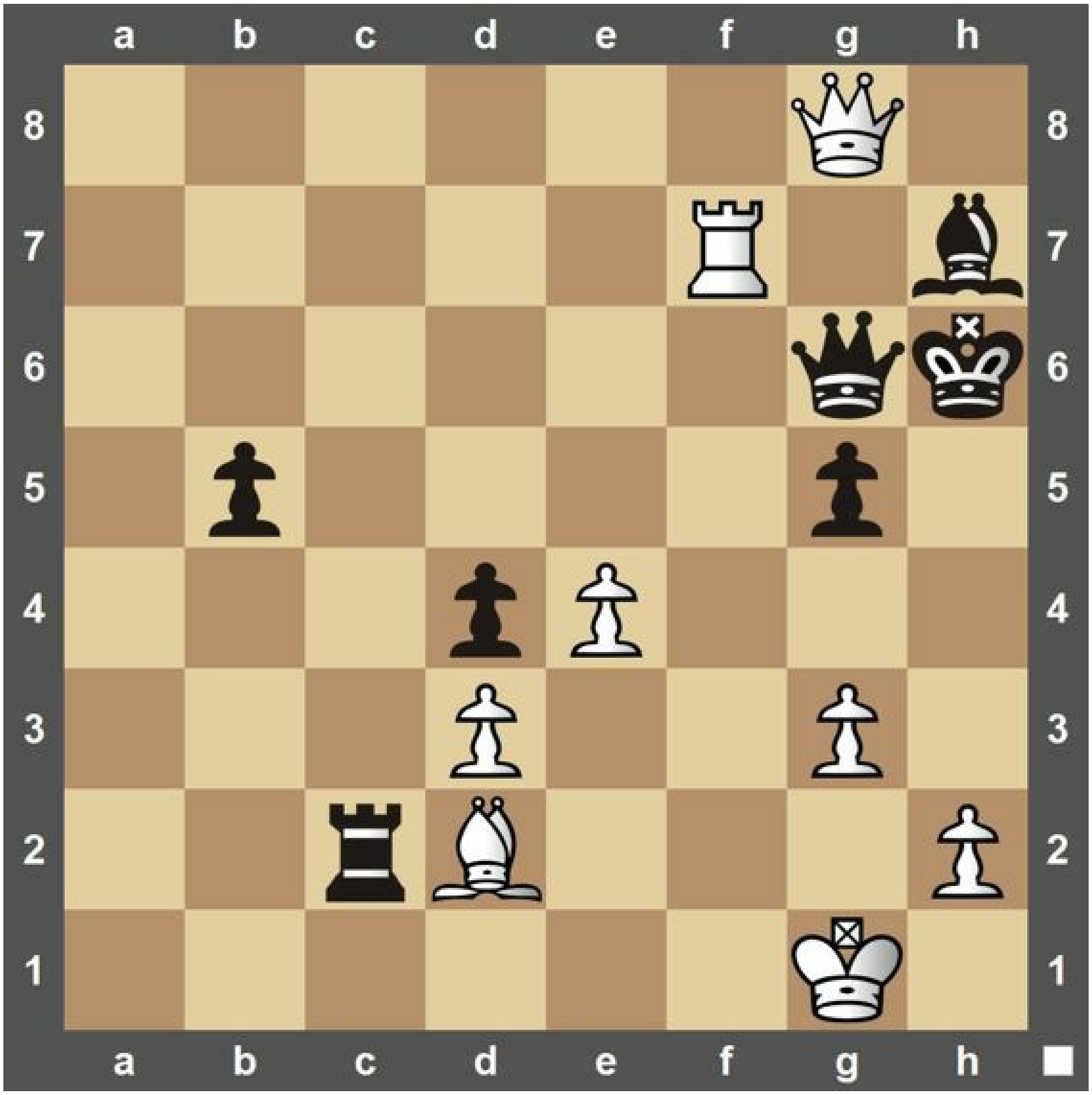
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3: 1.Rxh7+ Qxh7 2.Qxg5#

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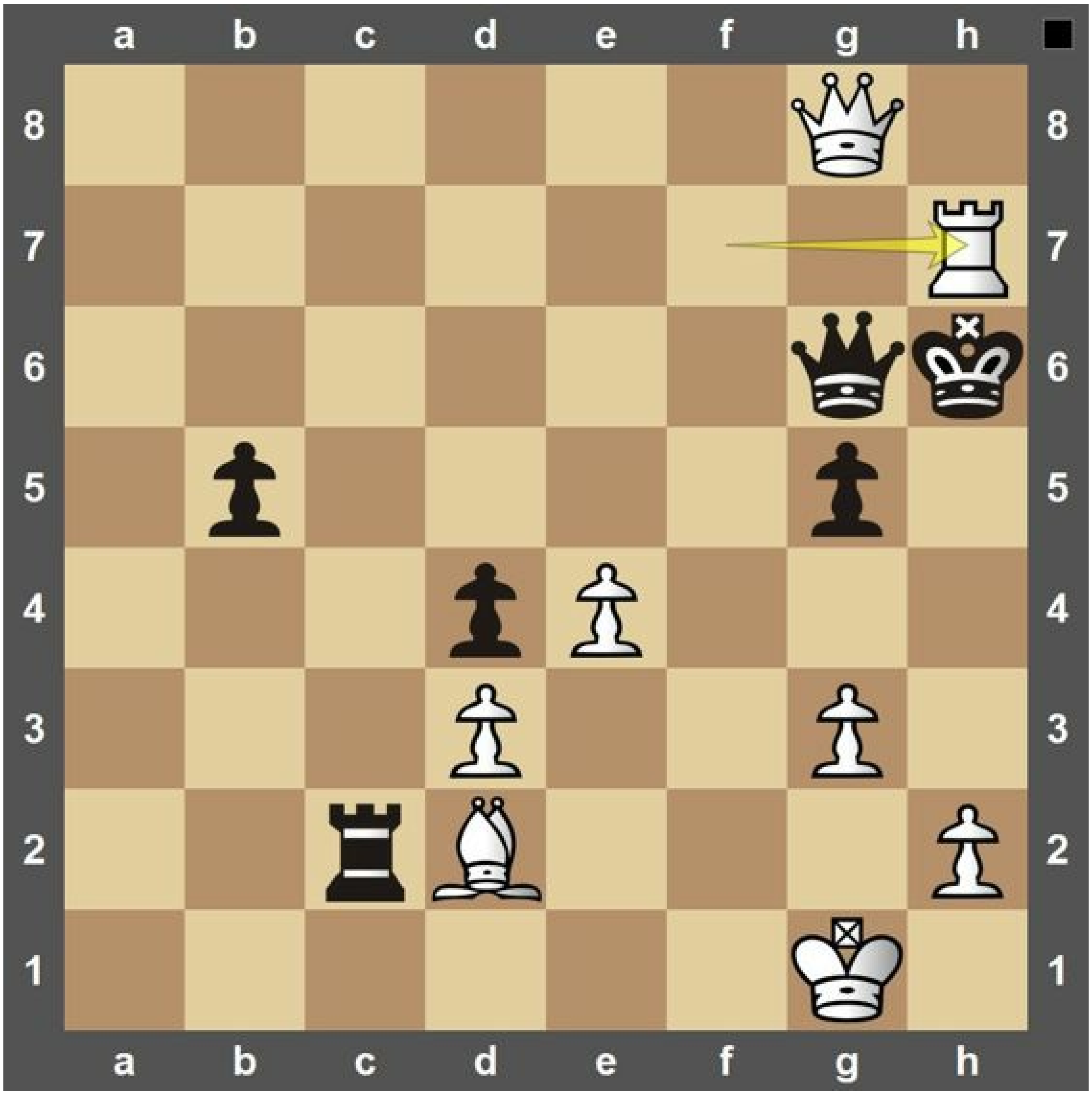
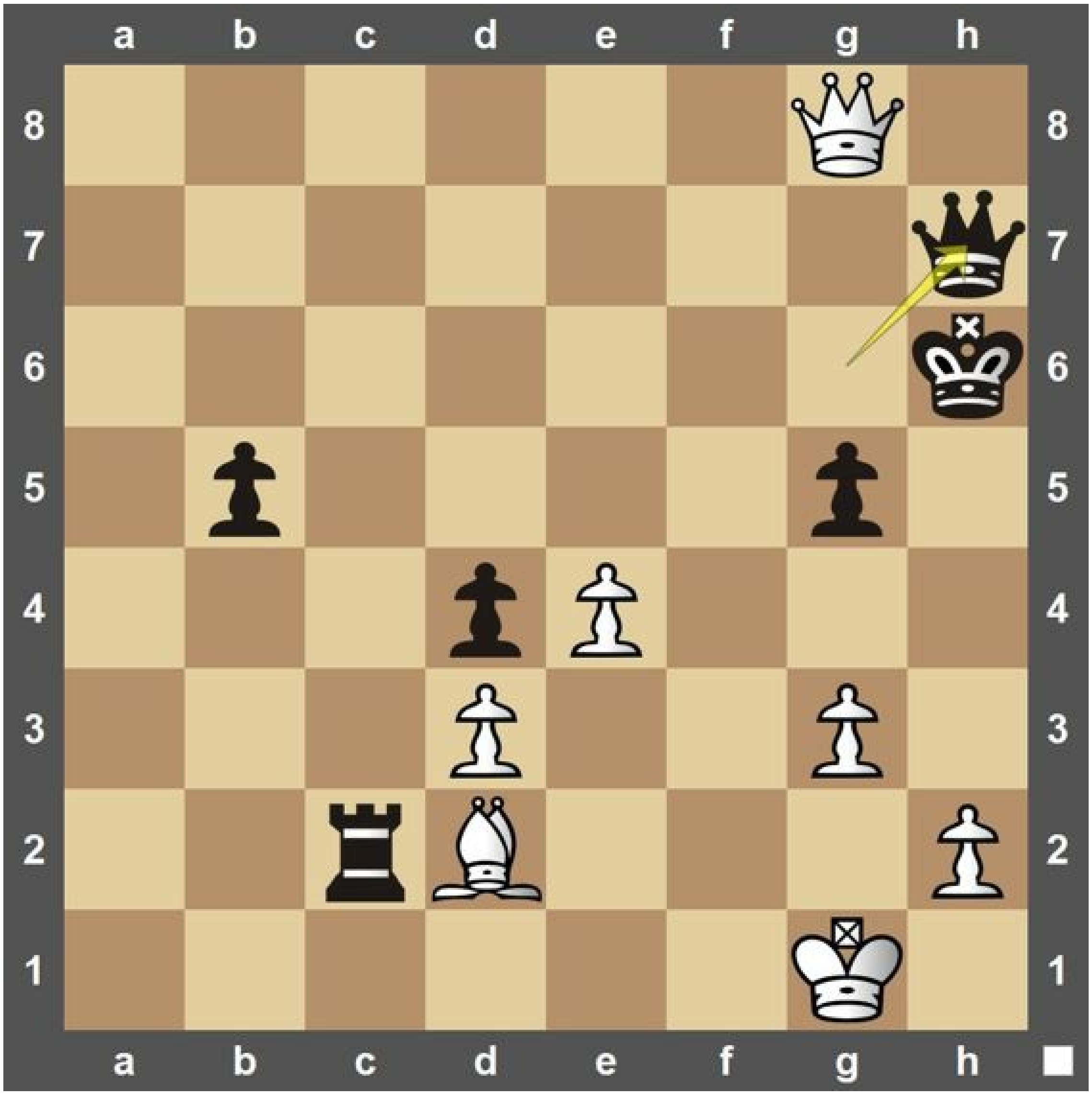


3: **1.Rxh7+** Qxh7 2.Qxg5#

The black queen must take the h7-rook, because it is the only way to get out of check.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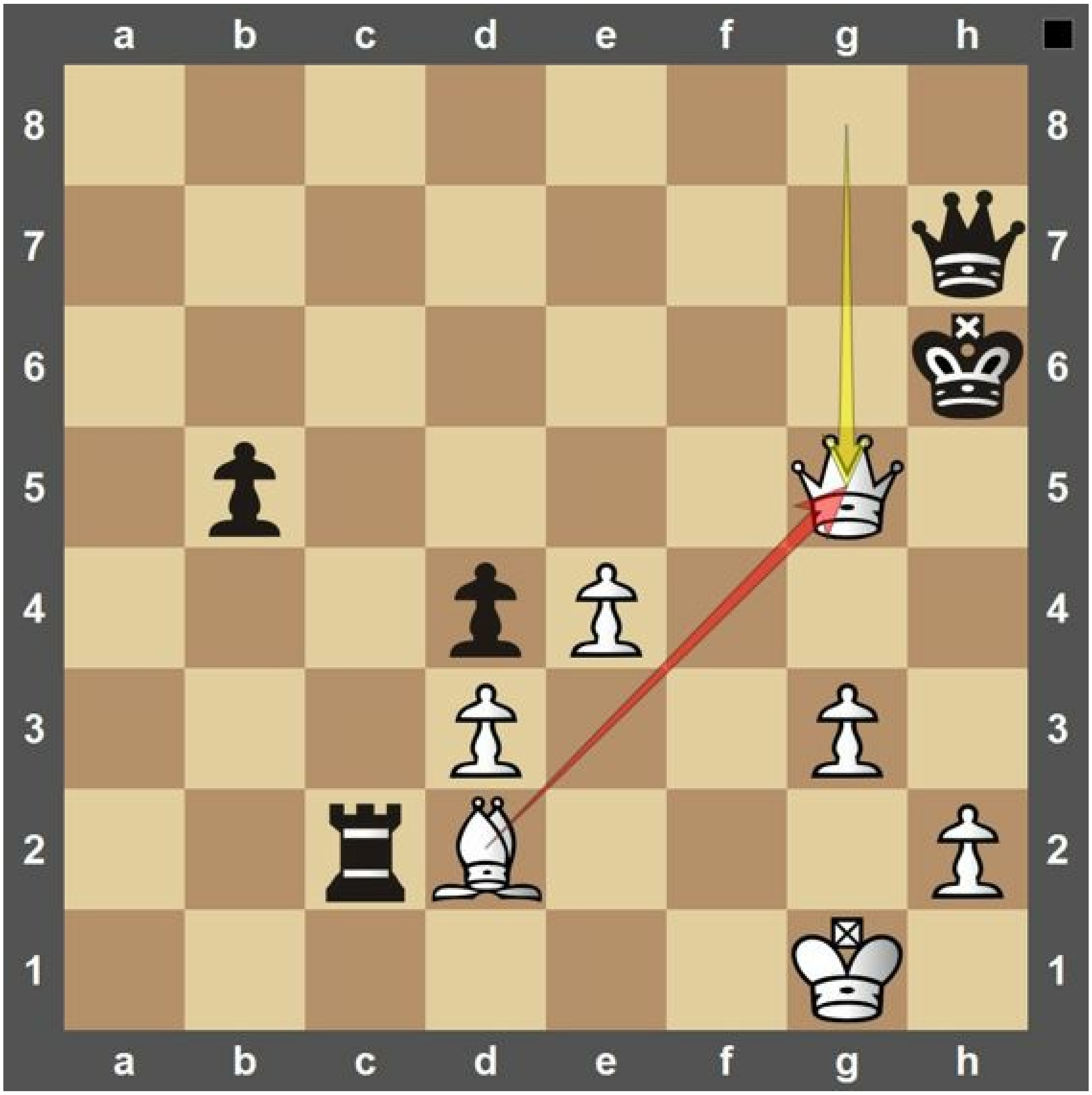
3: **1.Rxh7+ Qxh7** 2.Qxg5#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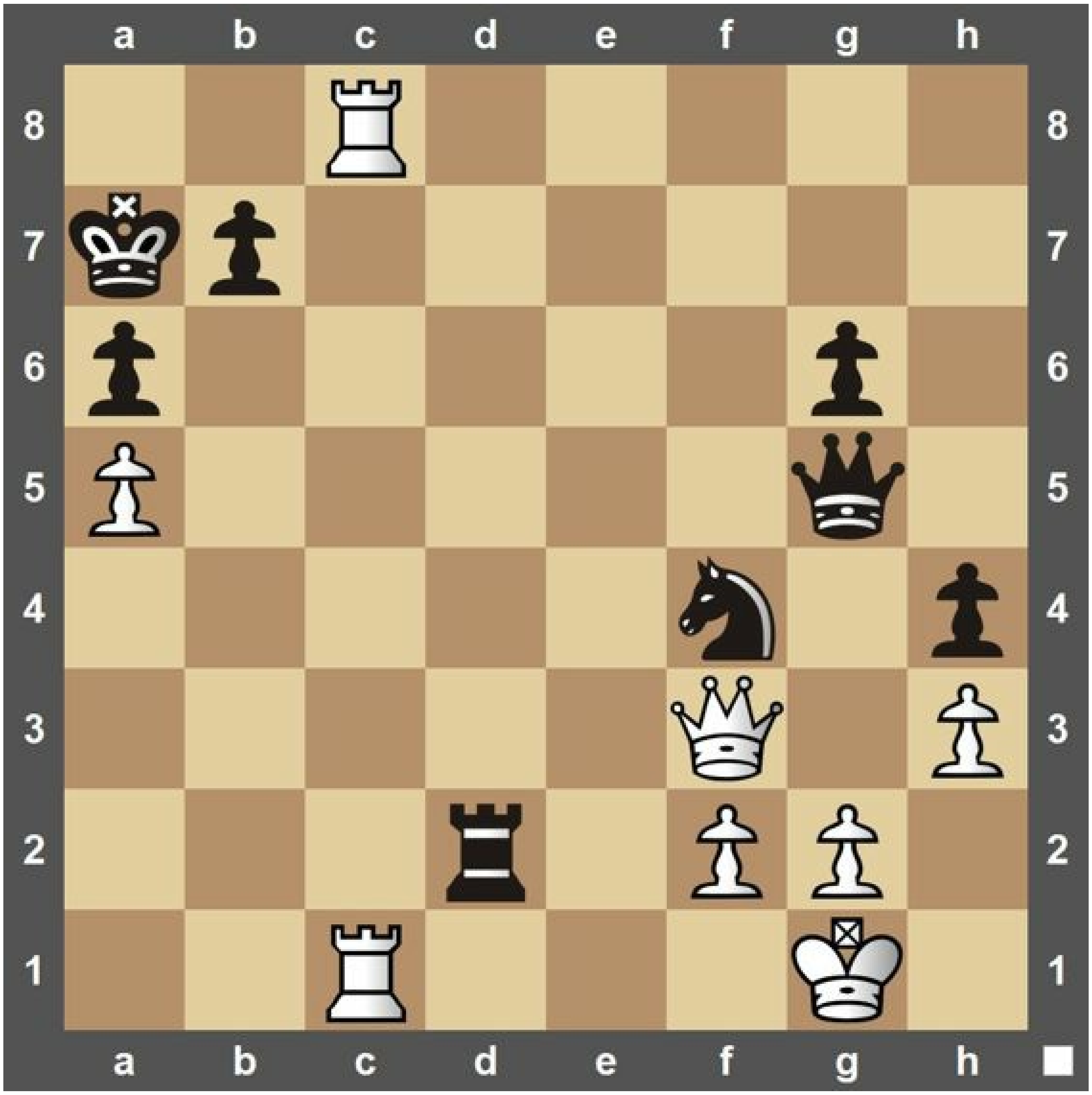
3: **1.Rxh7+ Qxh7 2.Qxg5#**
Checkmate!



4: White to move.

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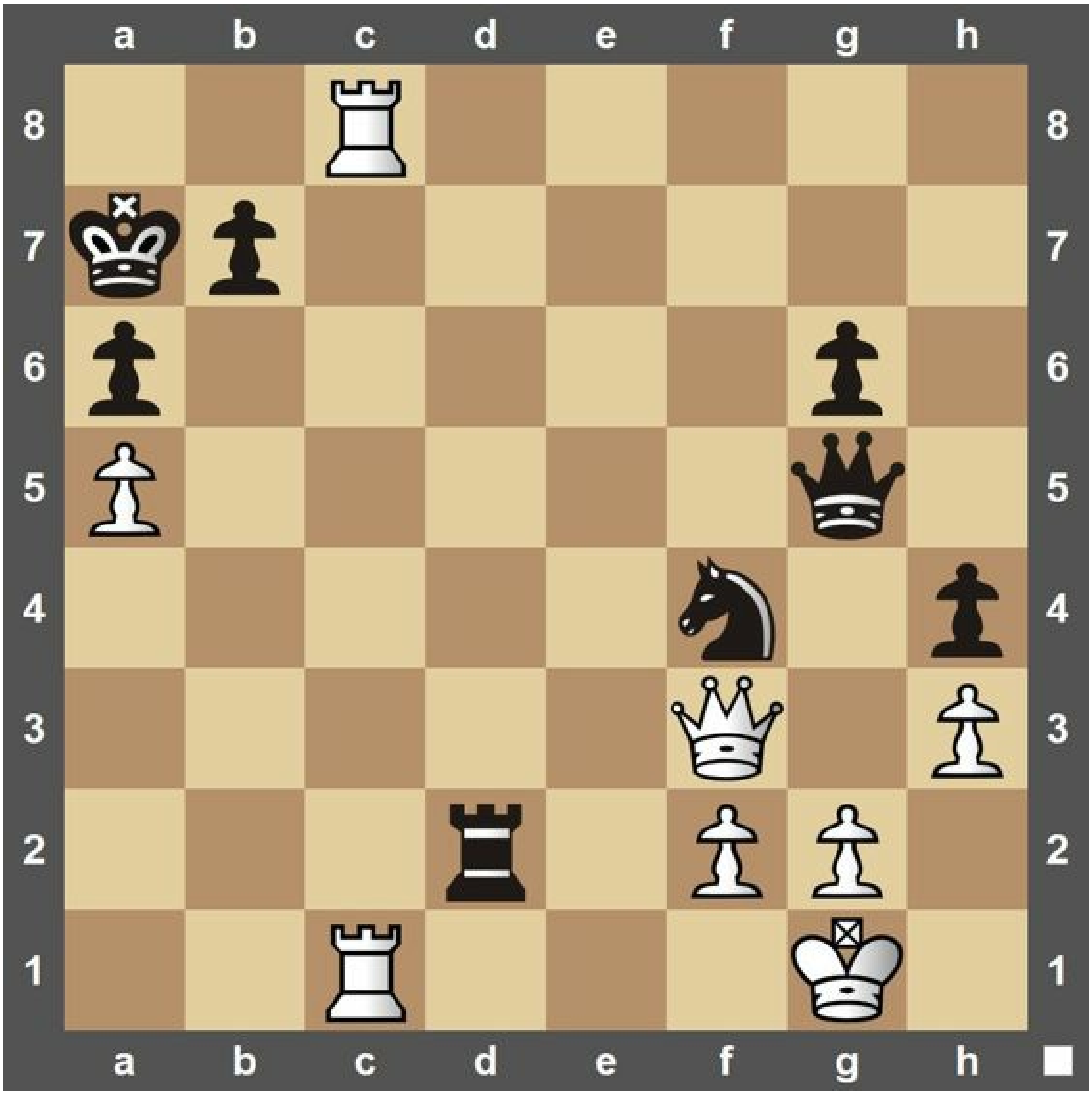

4: 1.Qxb7+ Kxb7 2.R1c7#

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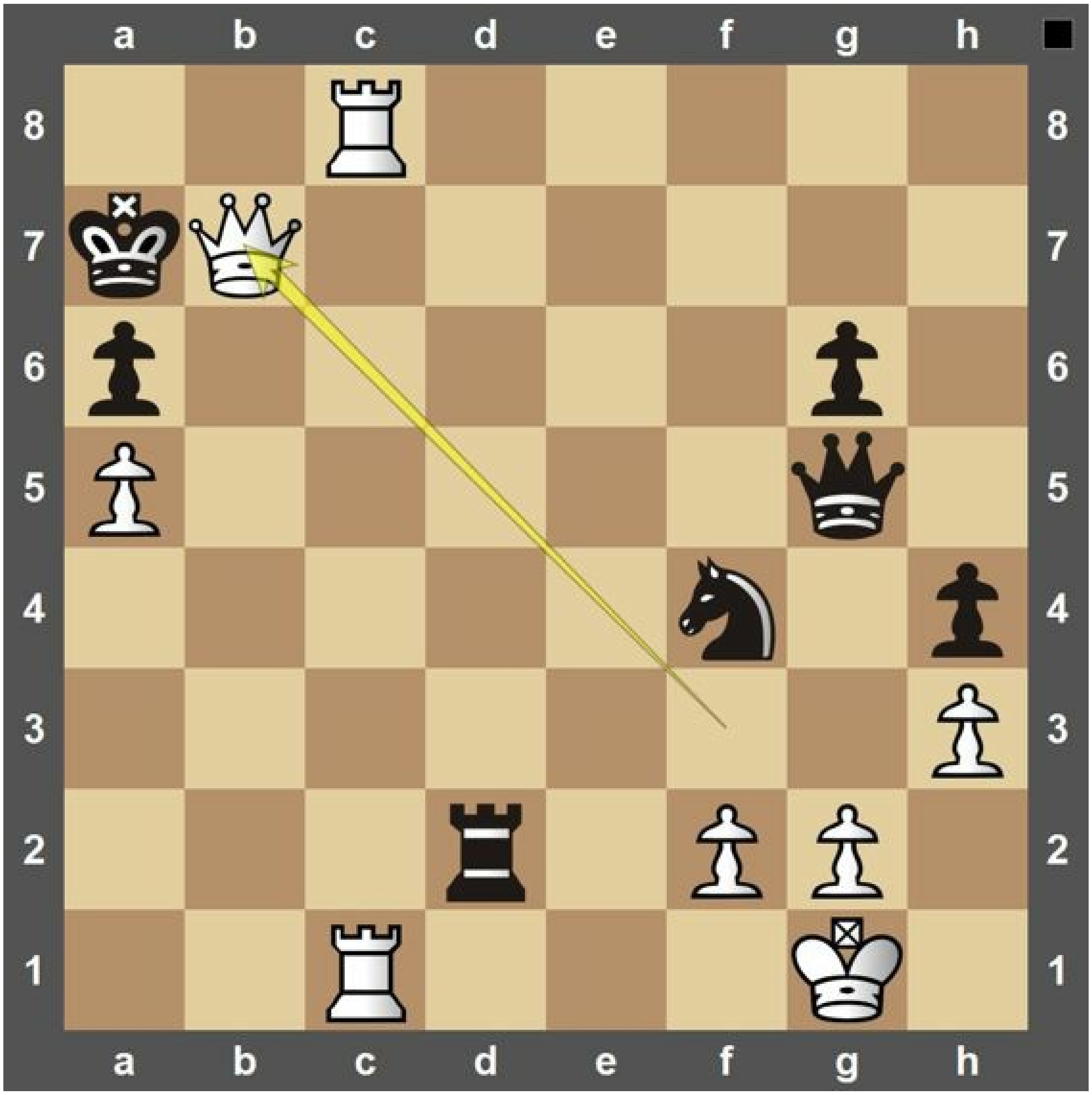
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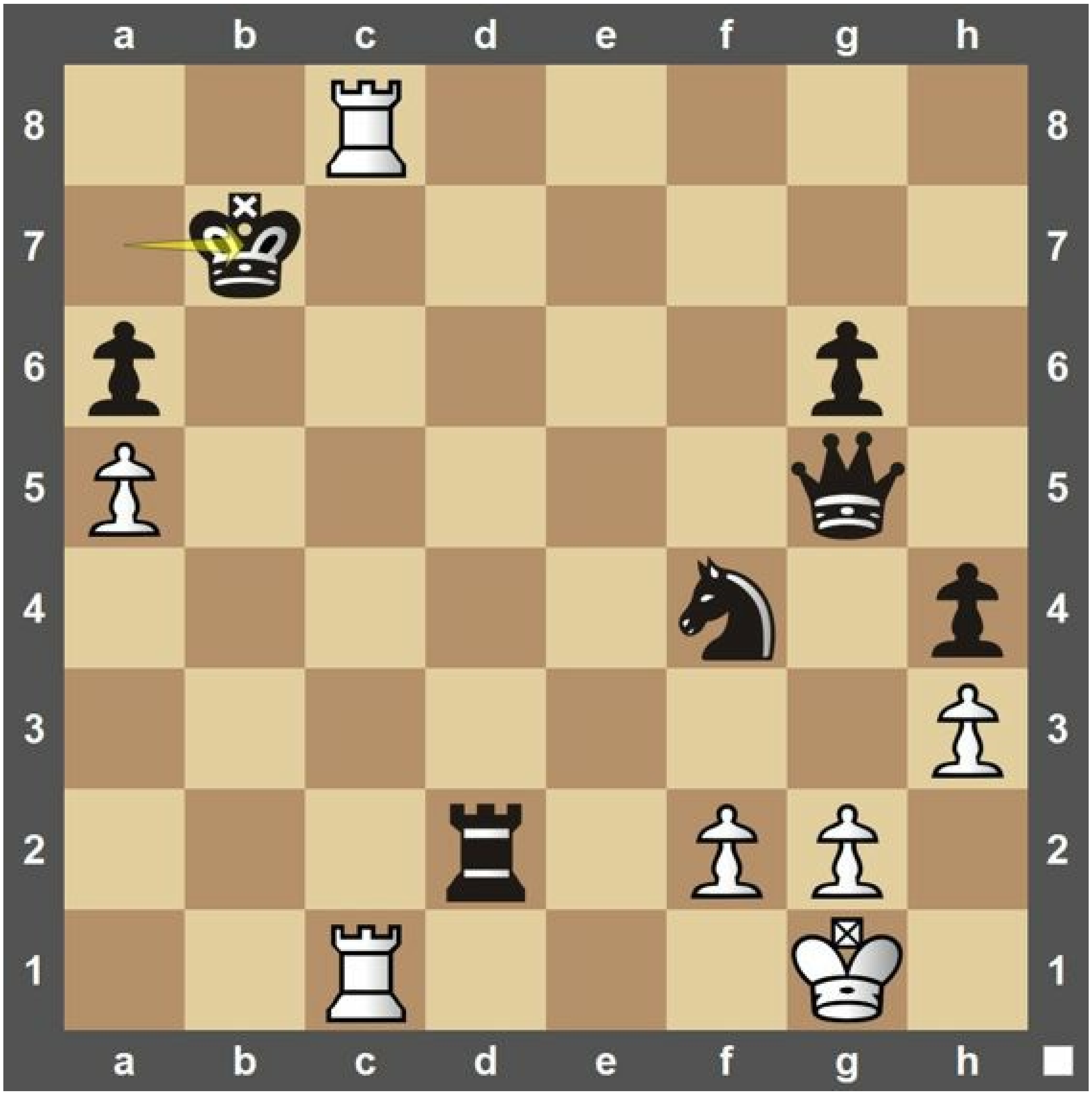
4: **1.Qxb7+** Kxb7 2.R1c7#

This queen sacrifice opens things up for the attack.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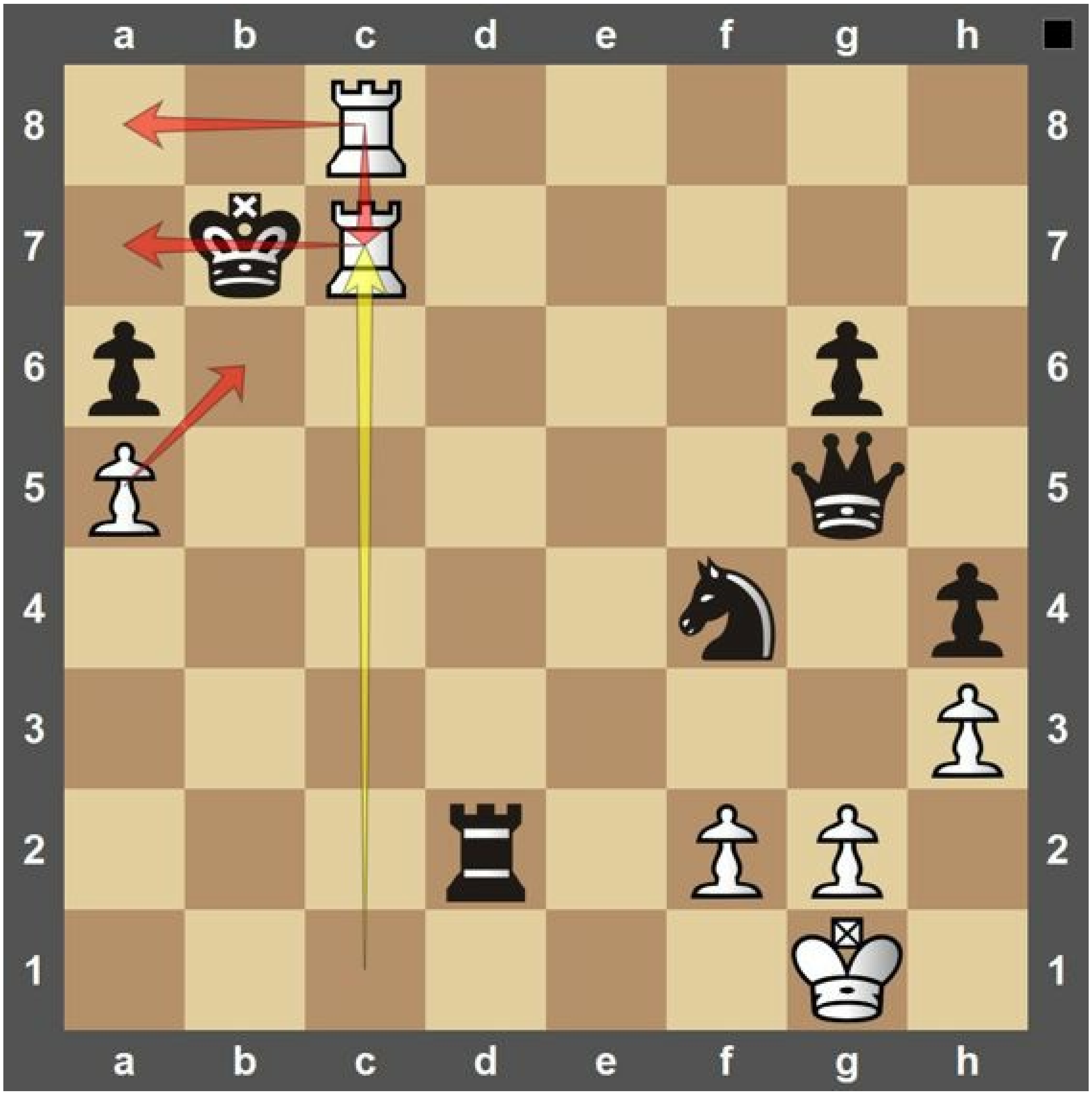
4: **1.Qxb7+ Kxb7** 2.R1c7#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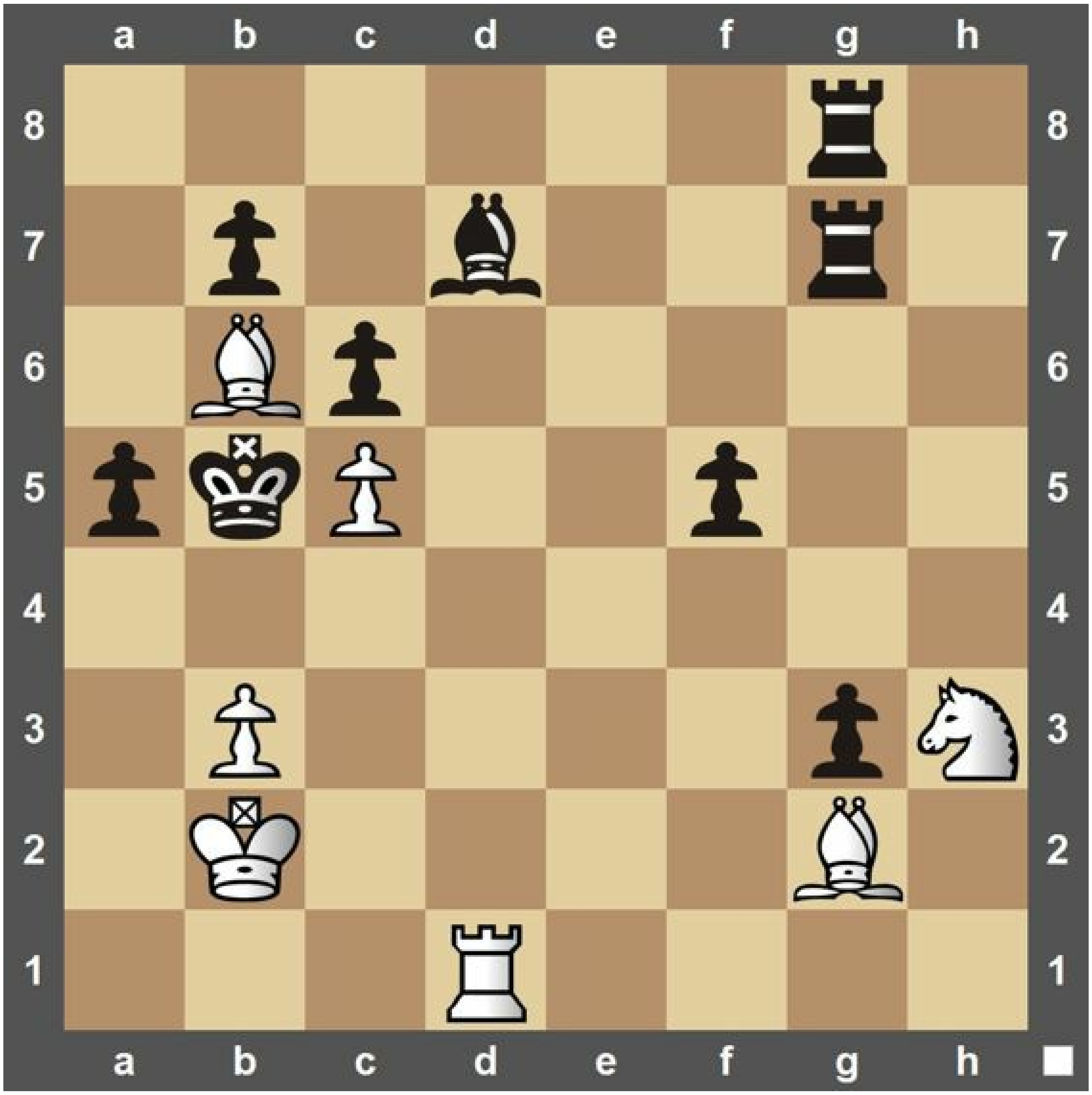
4: **1.Qxb7+ Kxb7 2.R1c7#**
Make sure to move the correct rook.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5: White to move.

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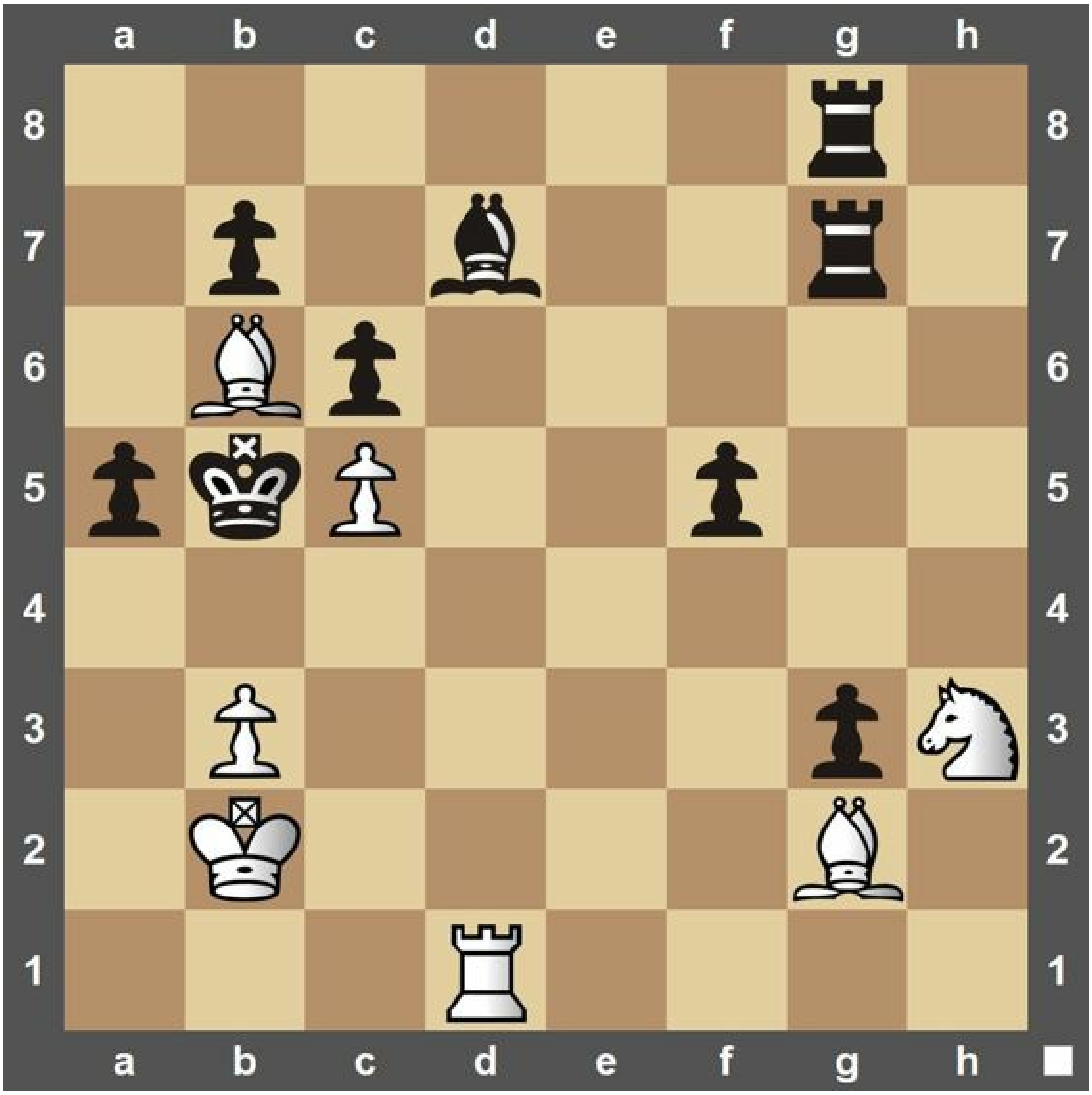
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5: 1.Bf1+ Kb4 2.Rd4#

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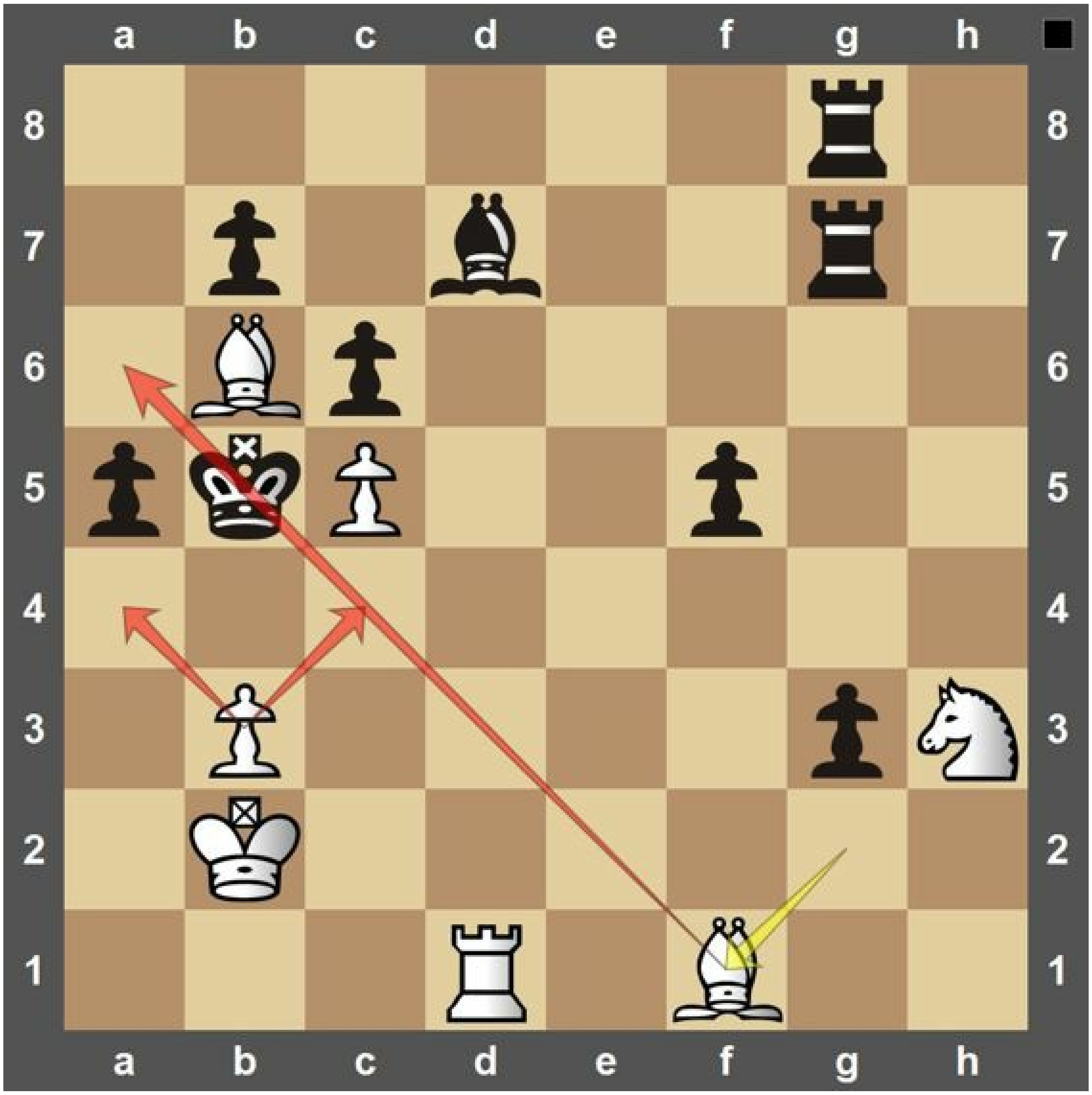
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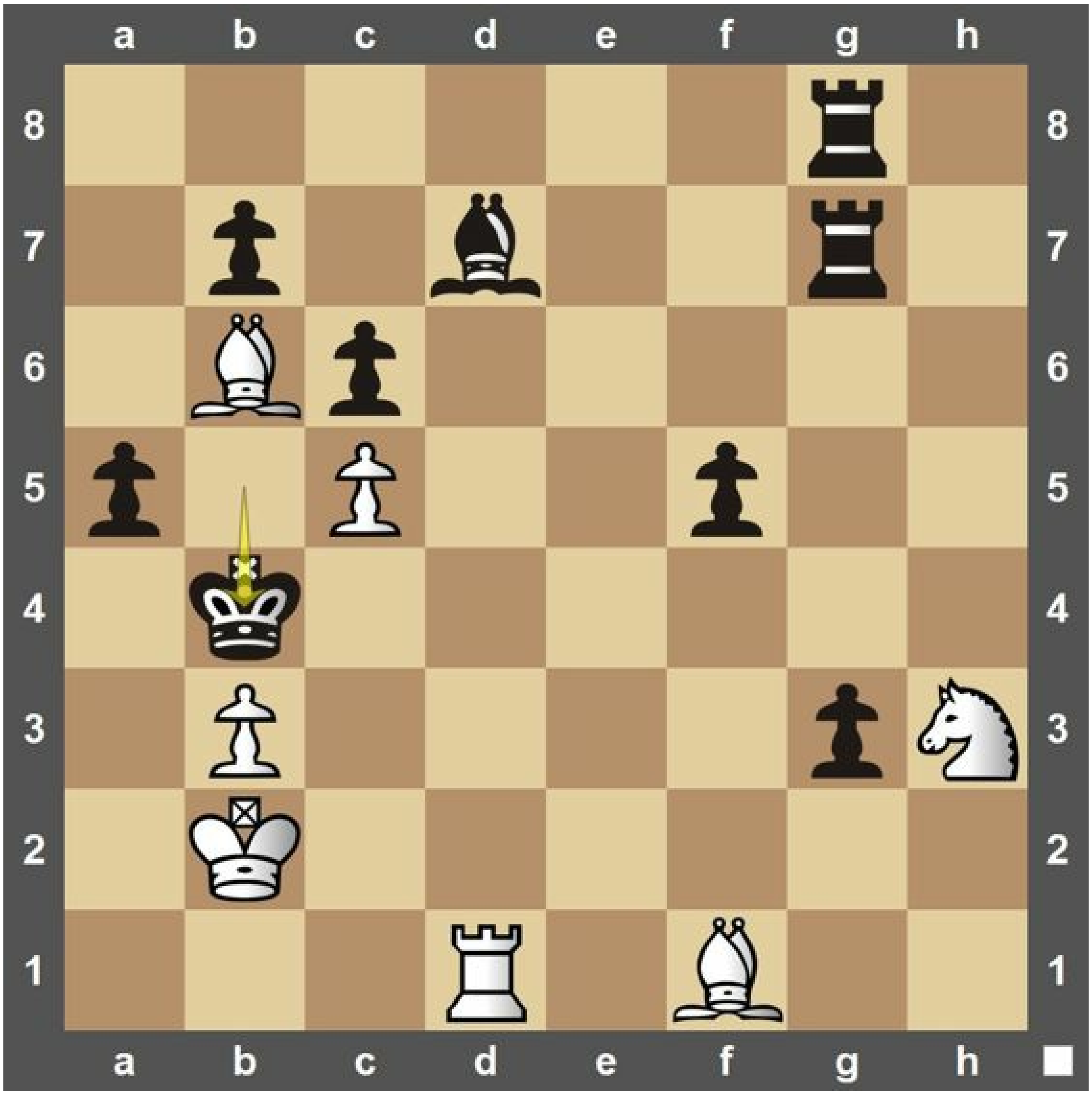
5: **1.Bf1+** Kb4 2.Rd4#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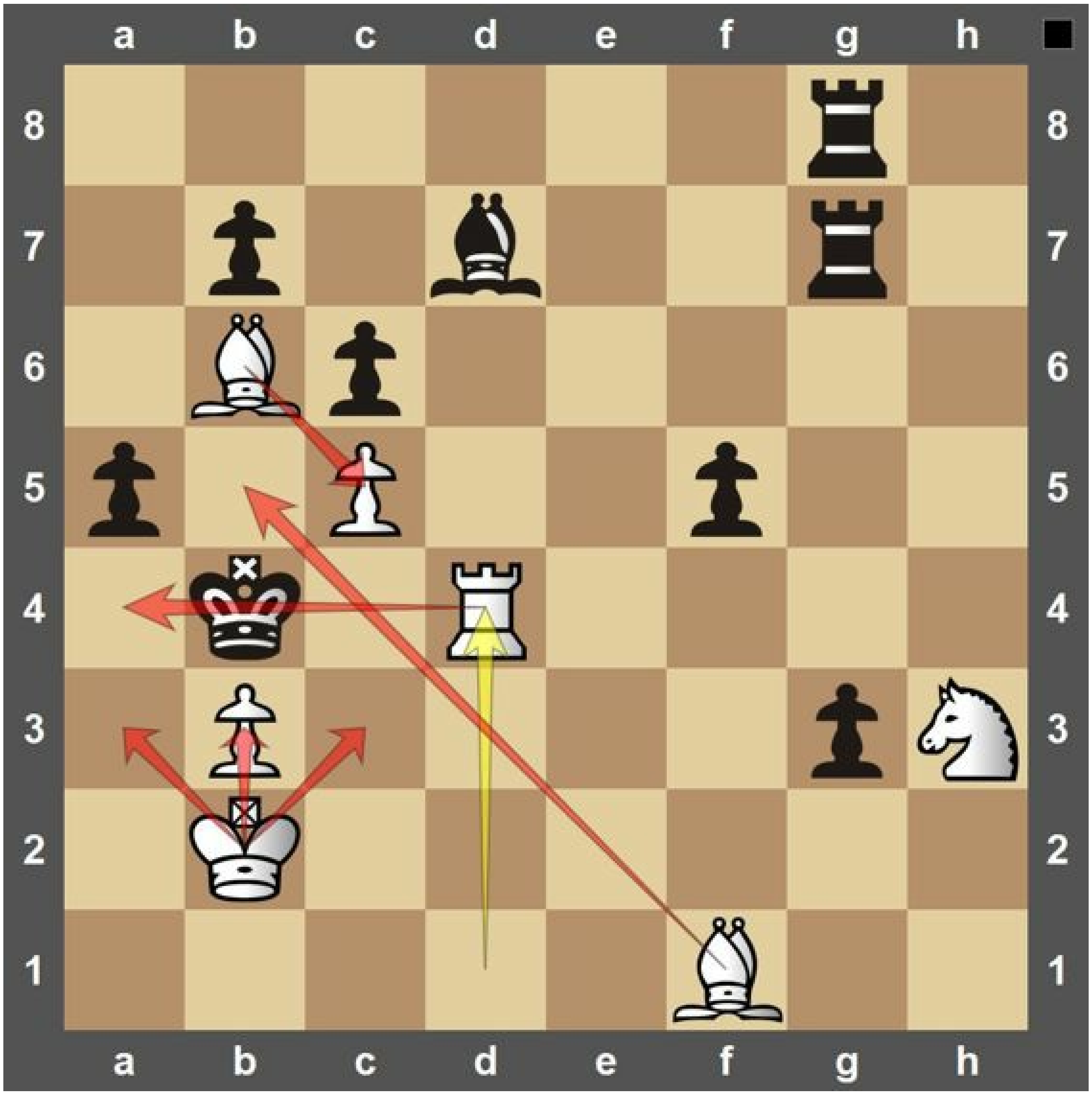
5: **1.Bf1+ Kb4** 2.Rd4#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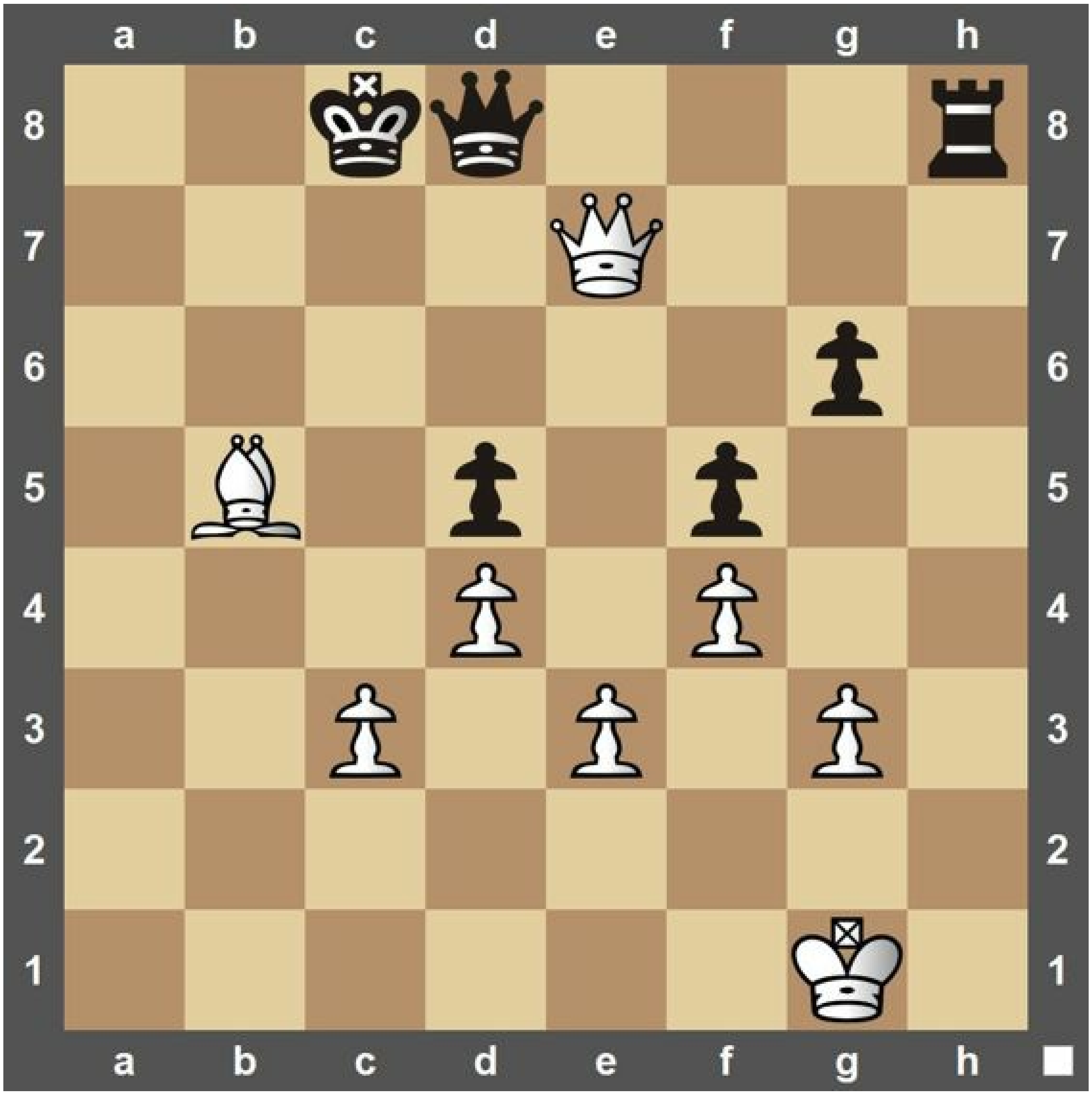
5: **1.Bf1+ Kb4 2.Rd4#**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6: White to move.

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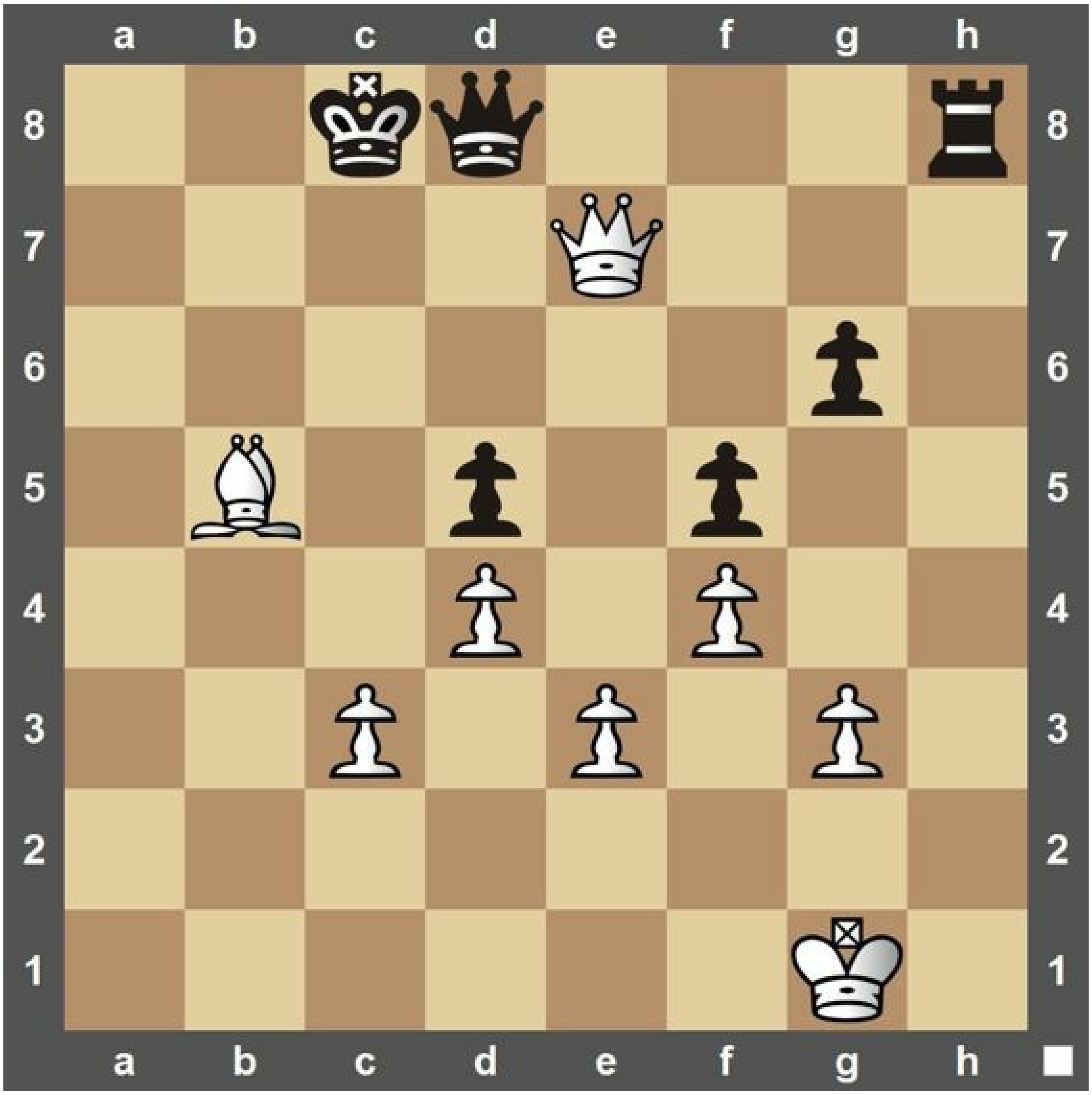
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6: 1.Ba6+ Kb8 2.Qb7#

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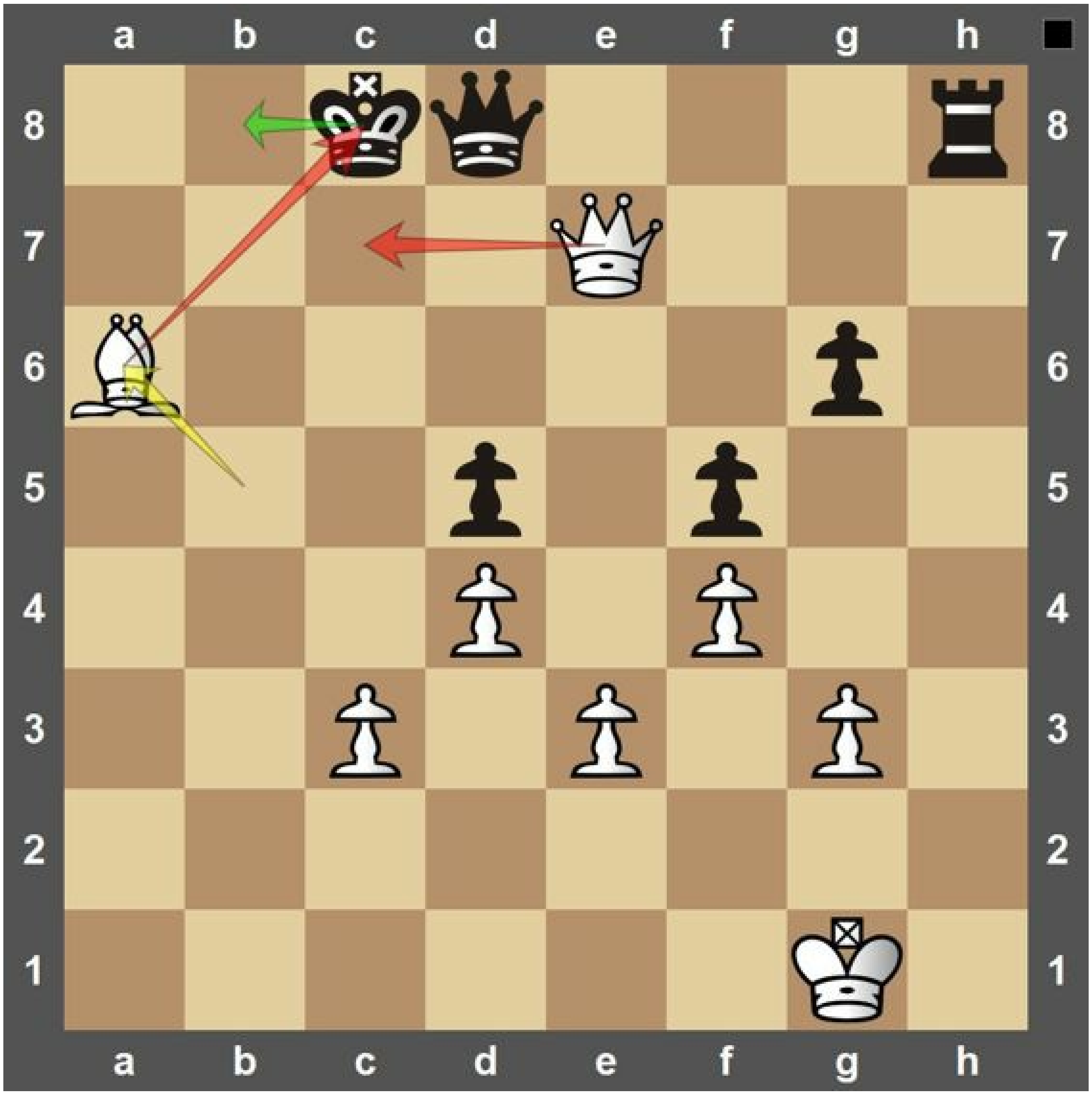
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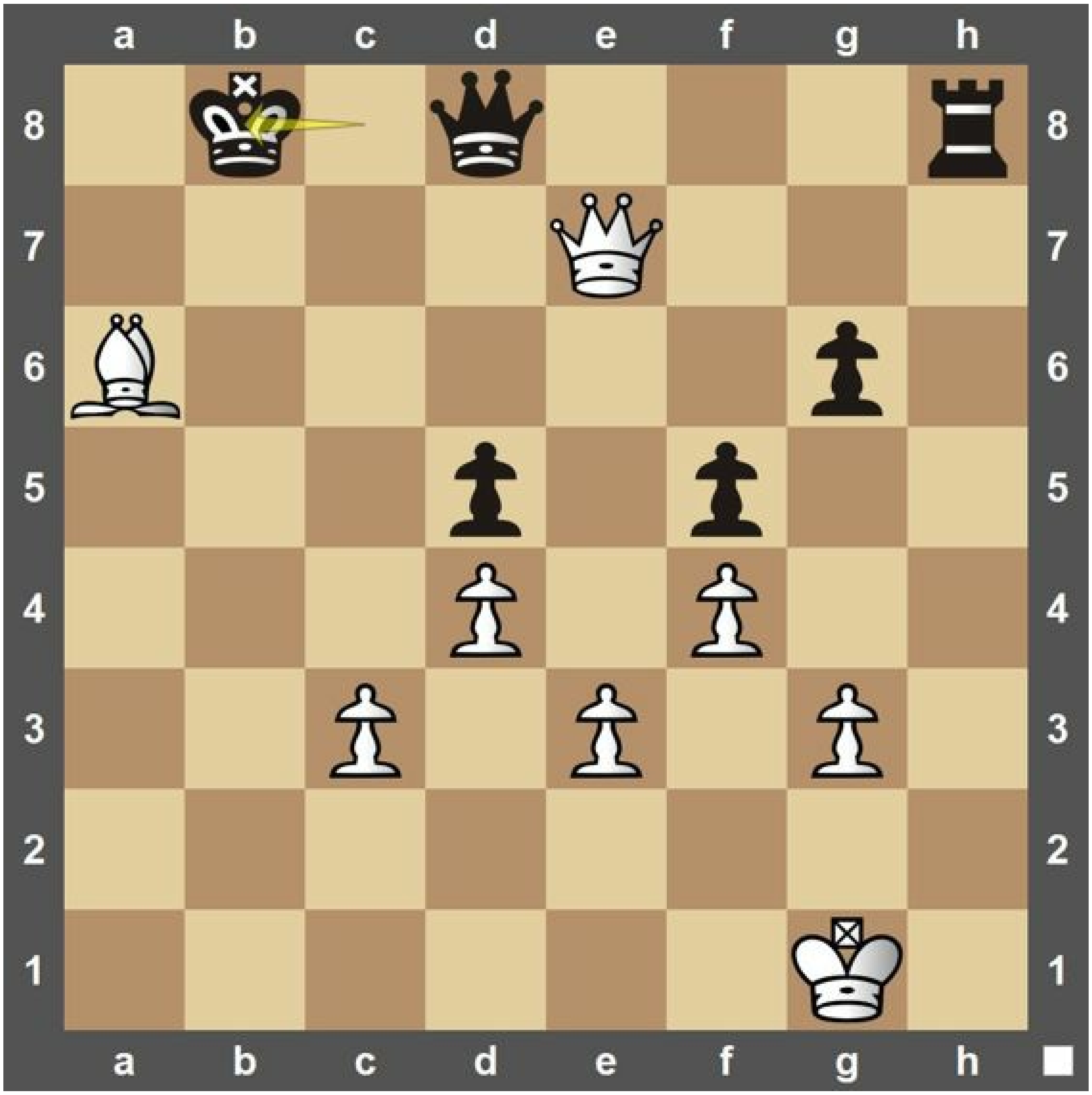
6: **1.Ba6+** Kb8 2.Qb7#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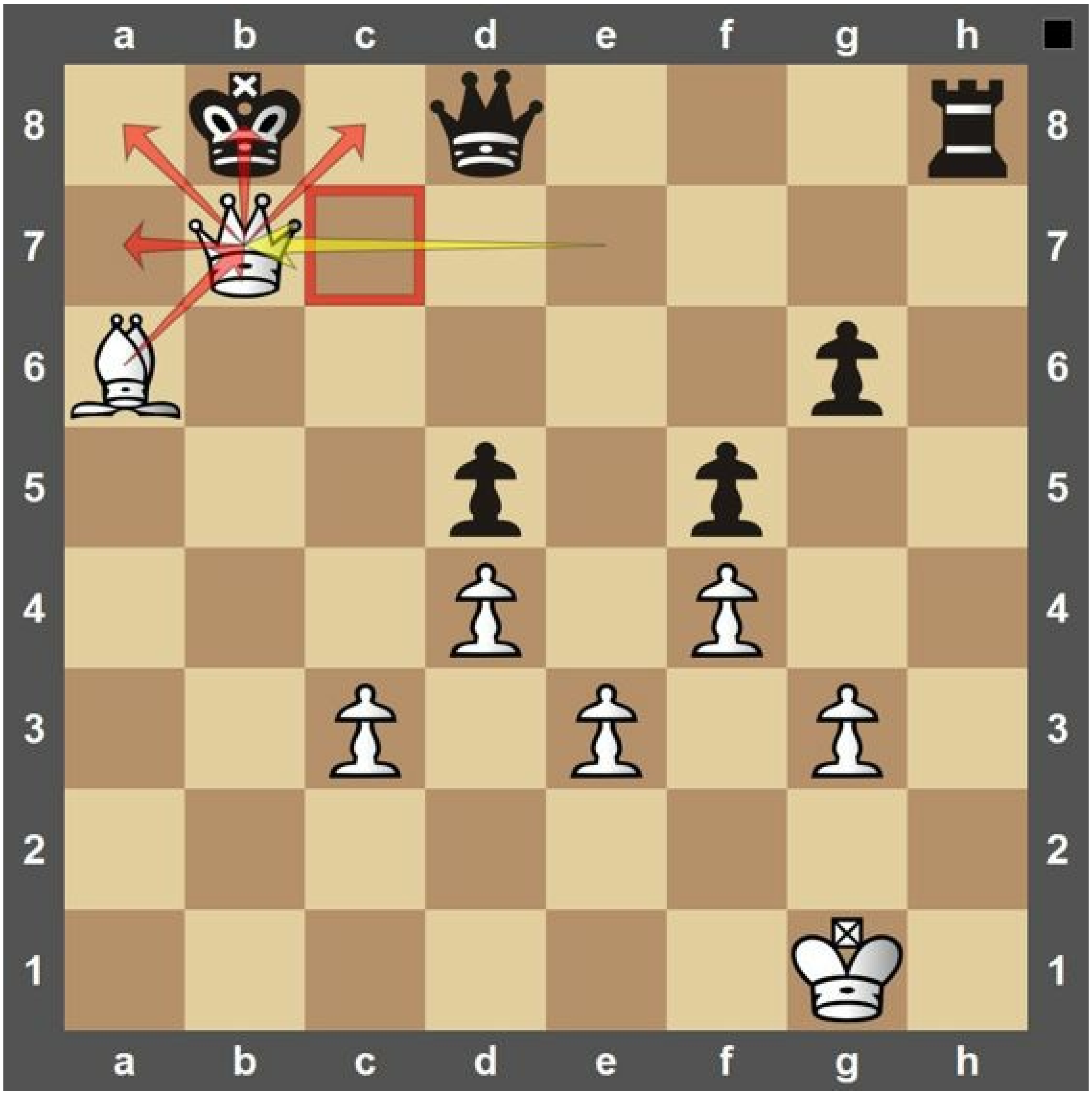
6: **1.Ba6+ Kb8** 2.Qb7#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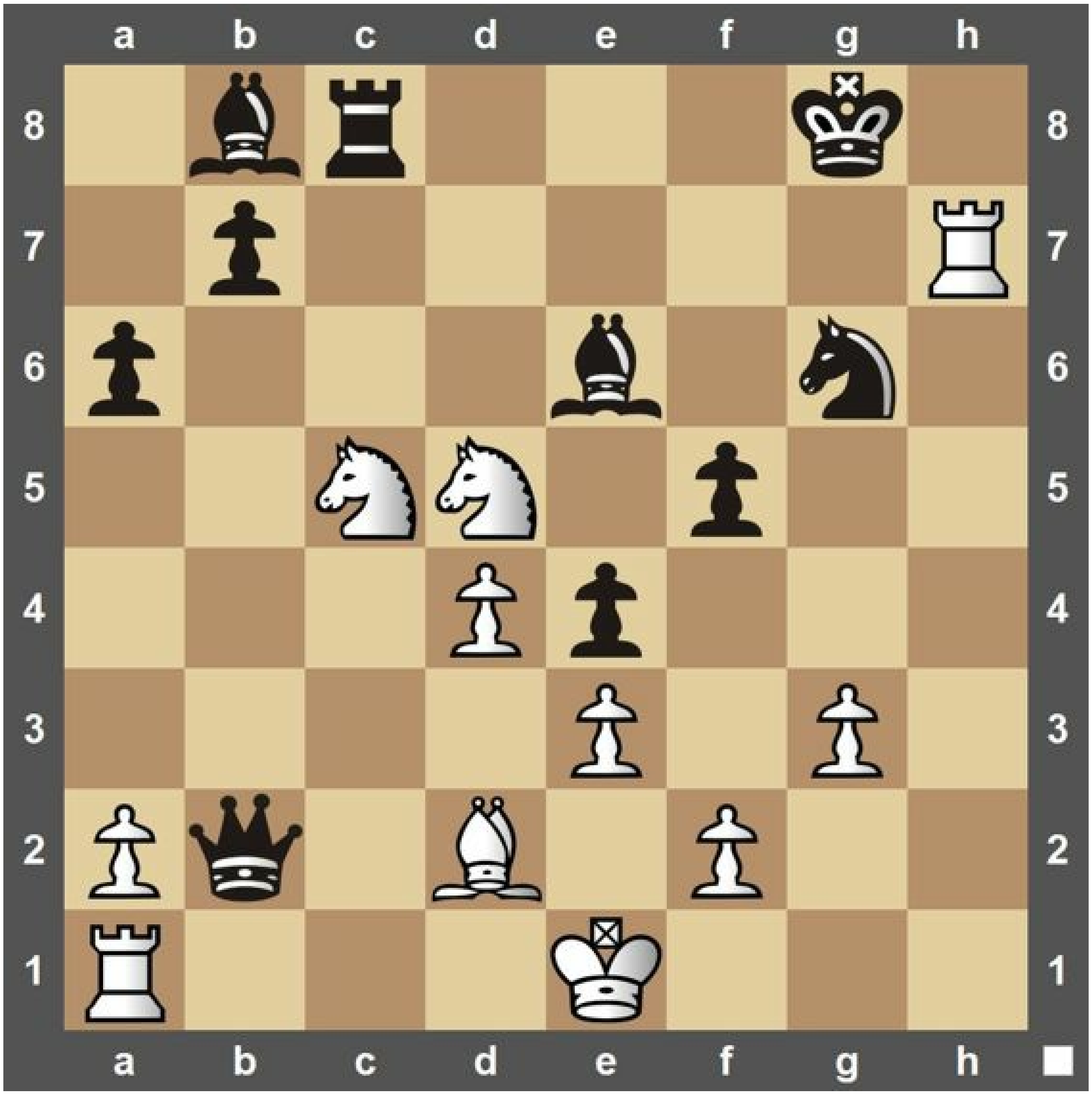
6: **1.Ba6+ Kb8 2.Qb7#**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7: White to move.

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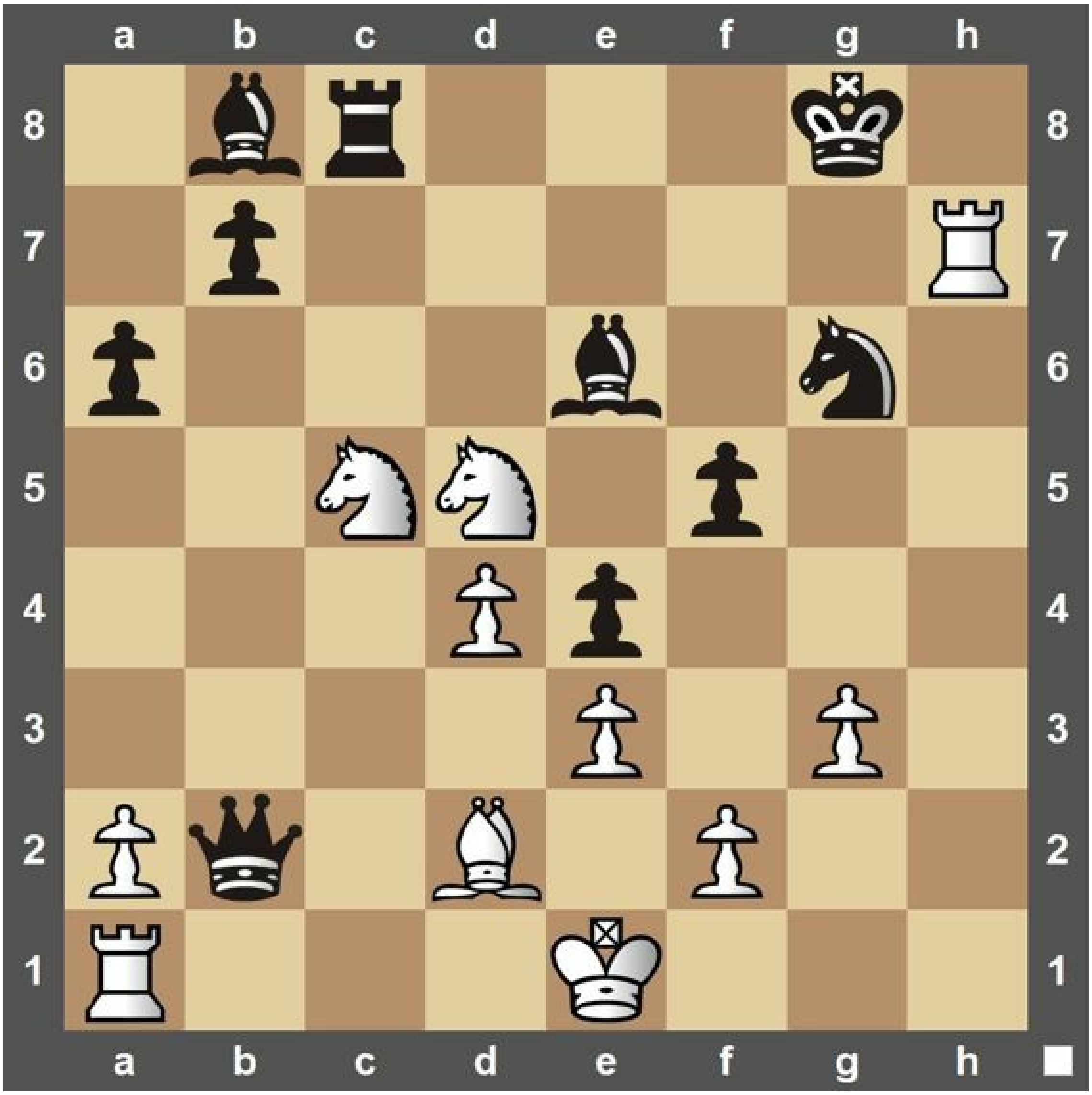
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7: 1.Nf6+ Kf8 2.Nxe6#

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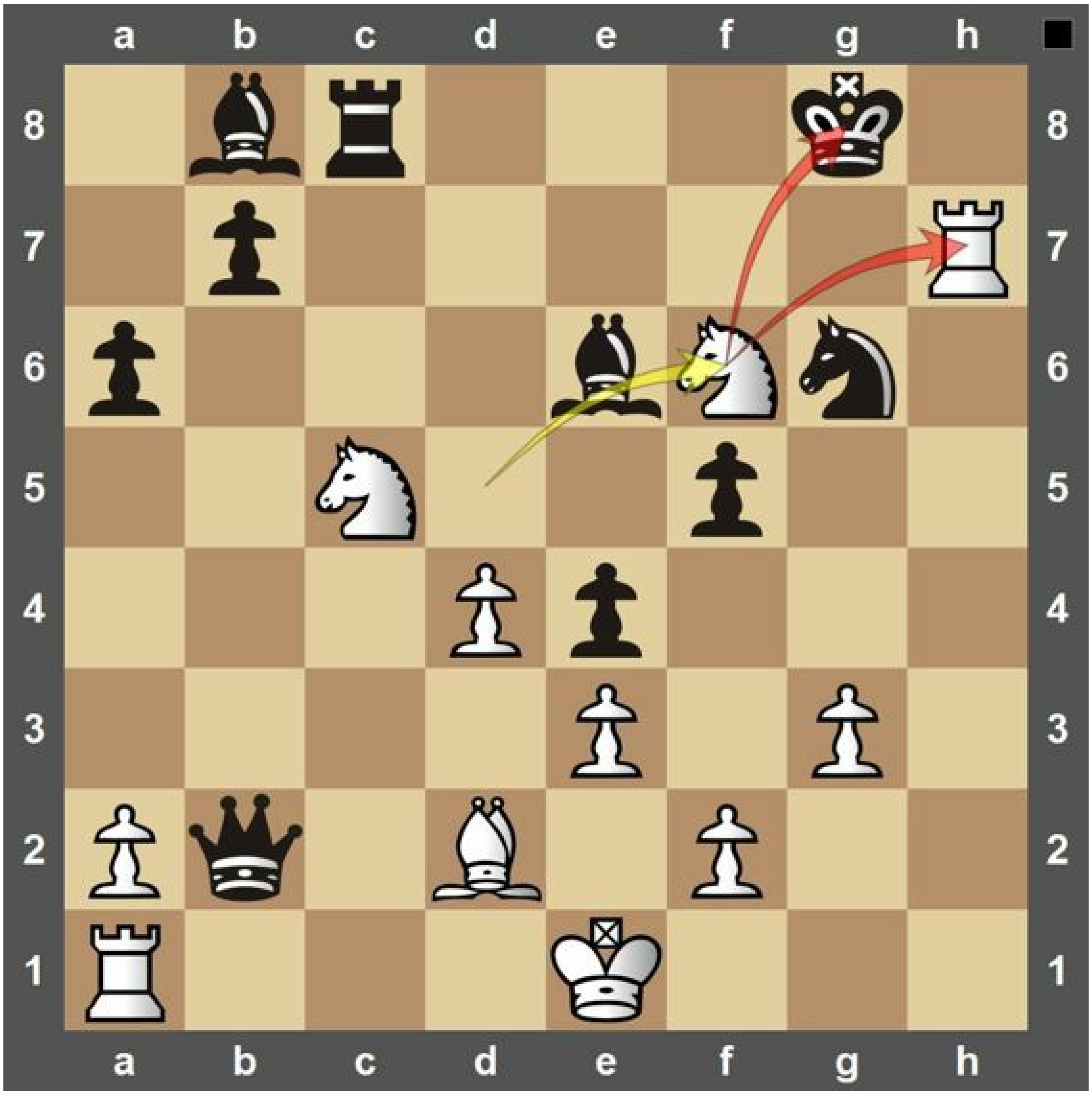
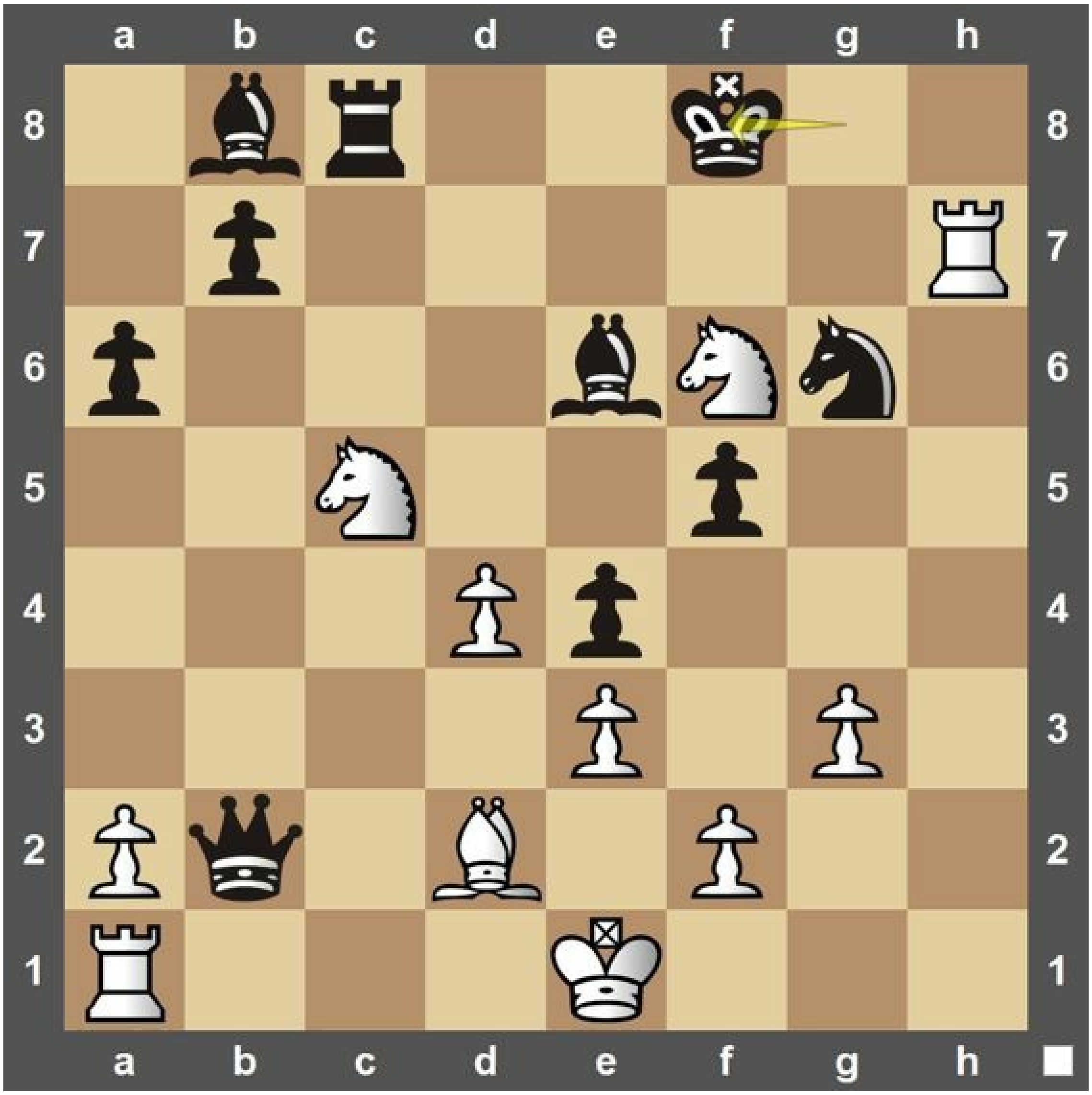


7: **1.Nf6+** Kf8 2.Nxe6#

The knight forces the black king to move and protects the rook.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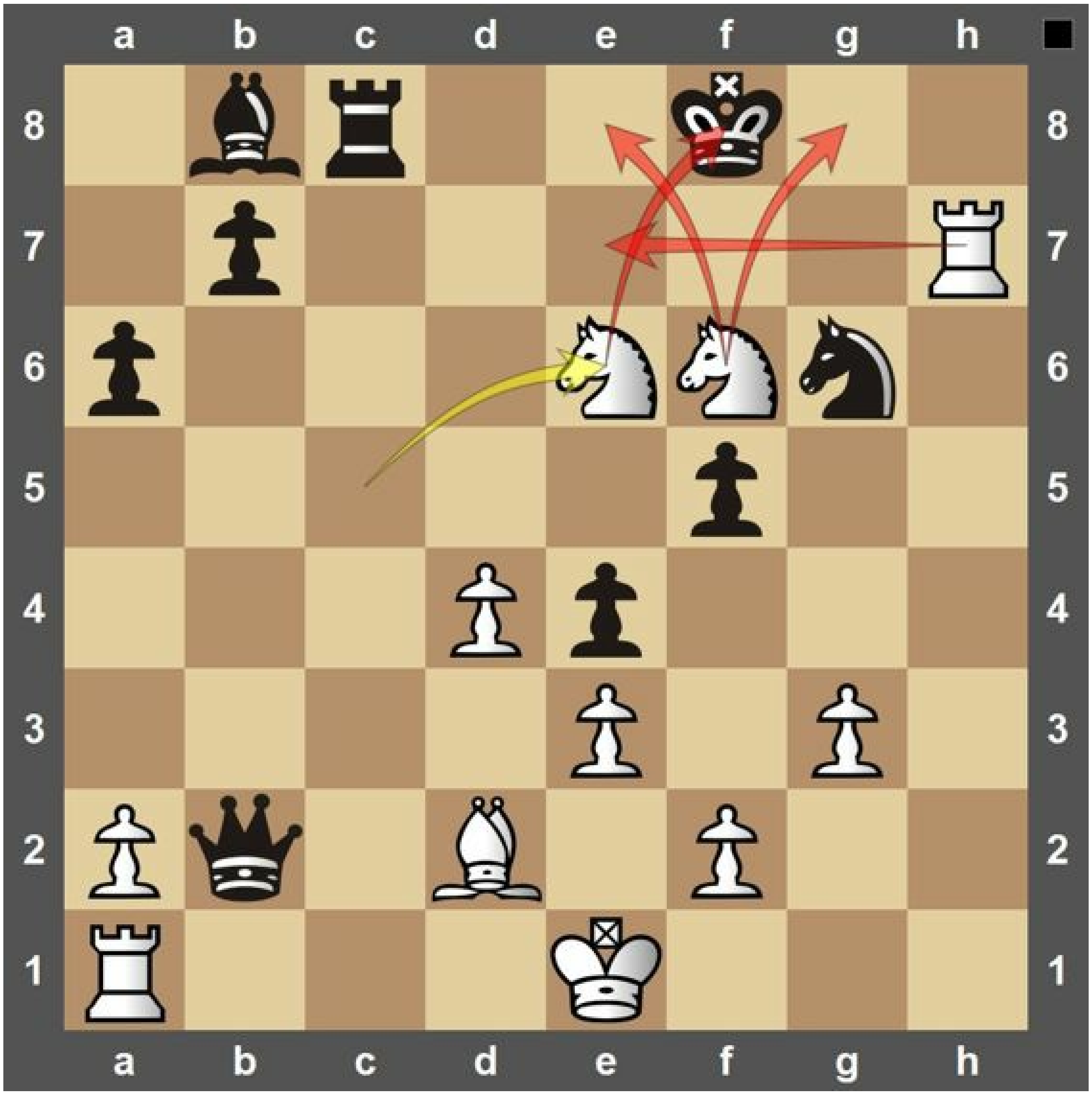
7: **1.Nf6+ Kf8** 2.Nxe6#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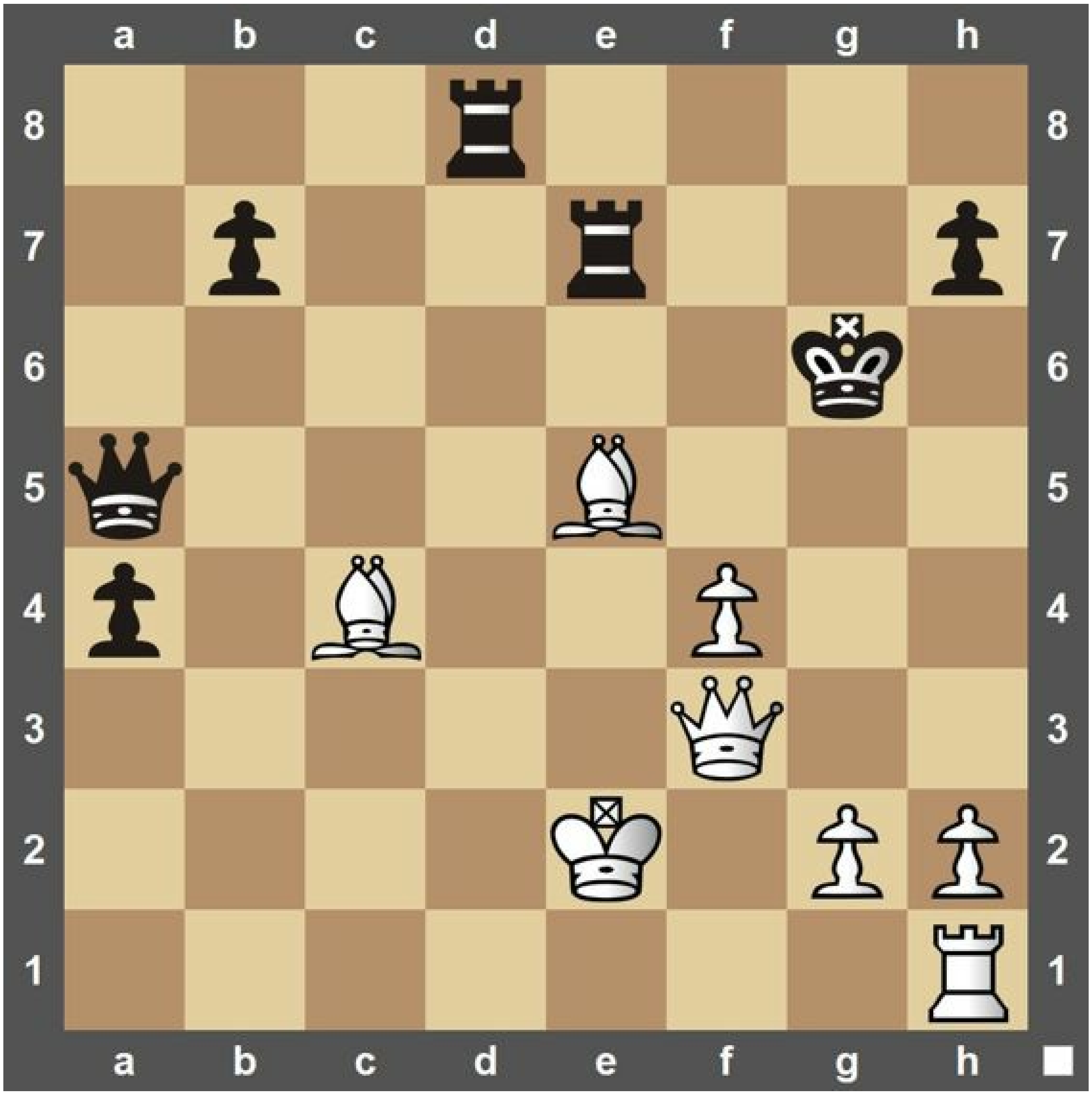
7: **1.Nf6+ Kf8 2.Nxe6#**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8: White to move.

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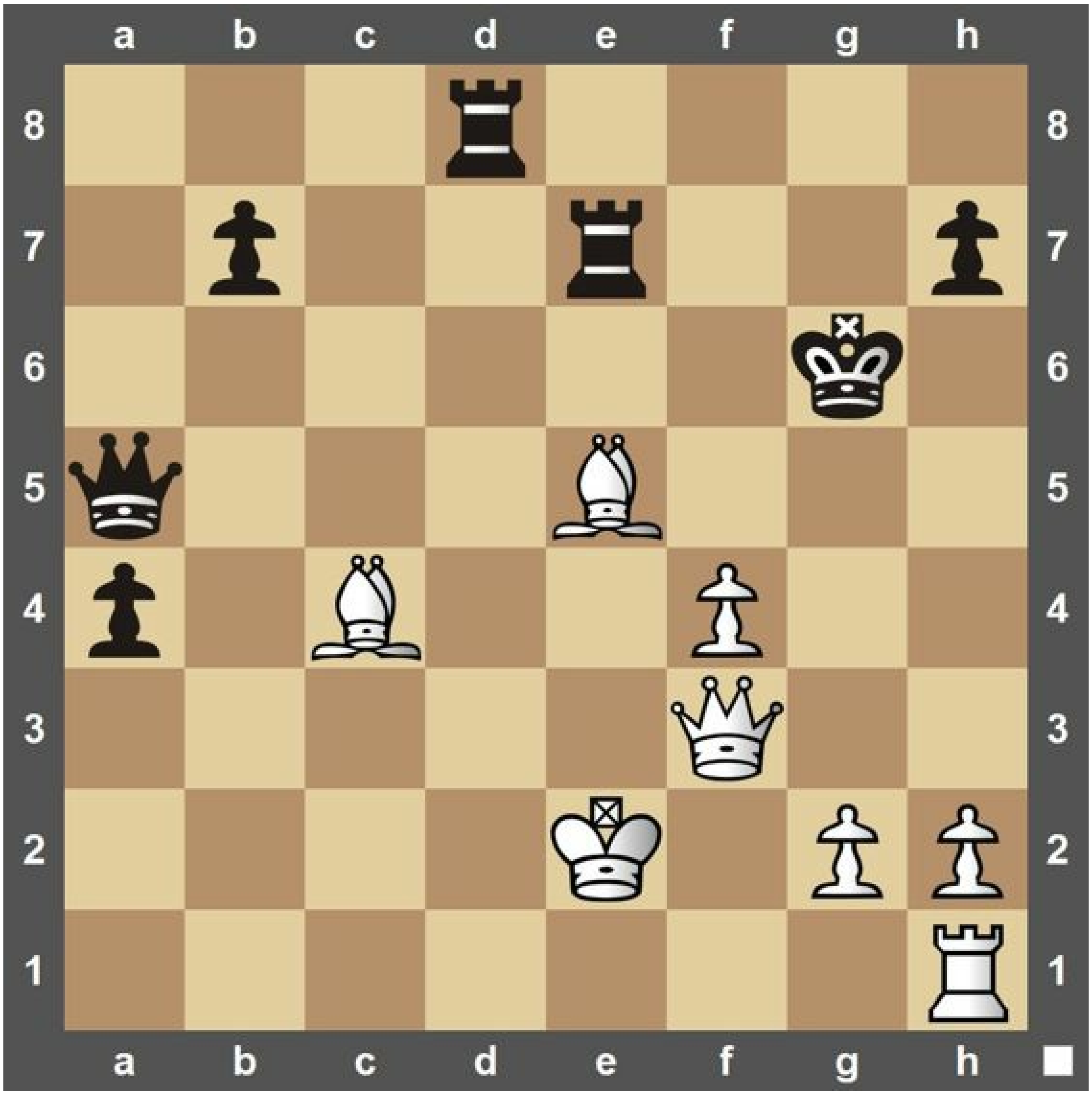
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8: 1.Qg4+ Kh6 2.Qg5#

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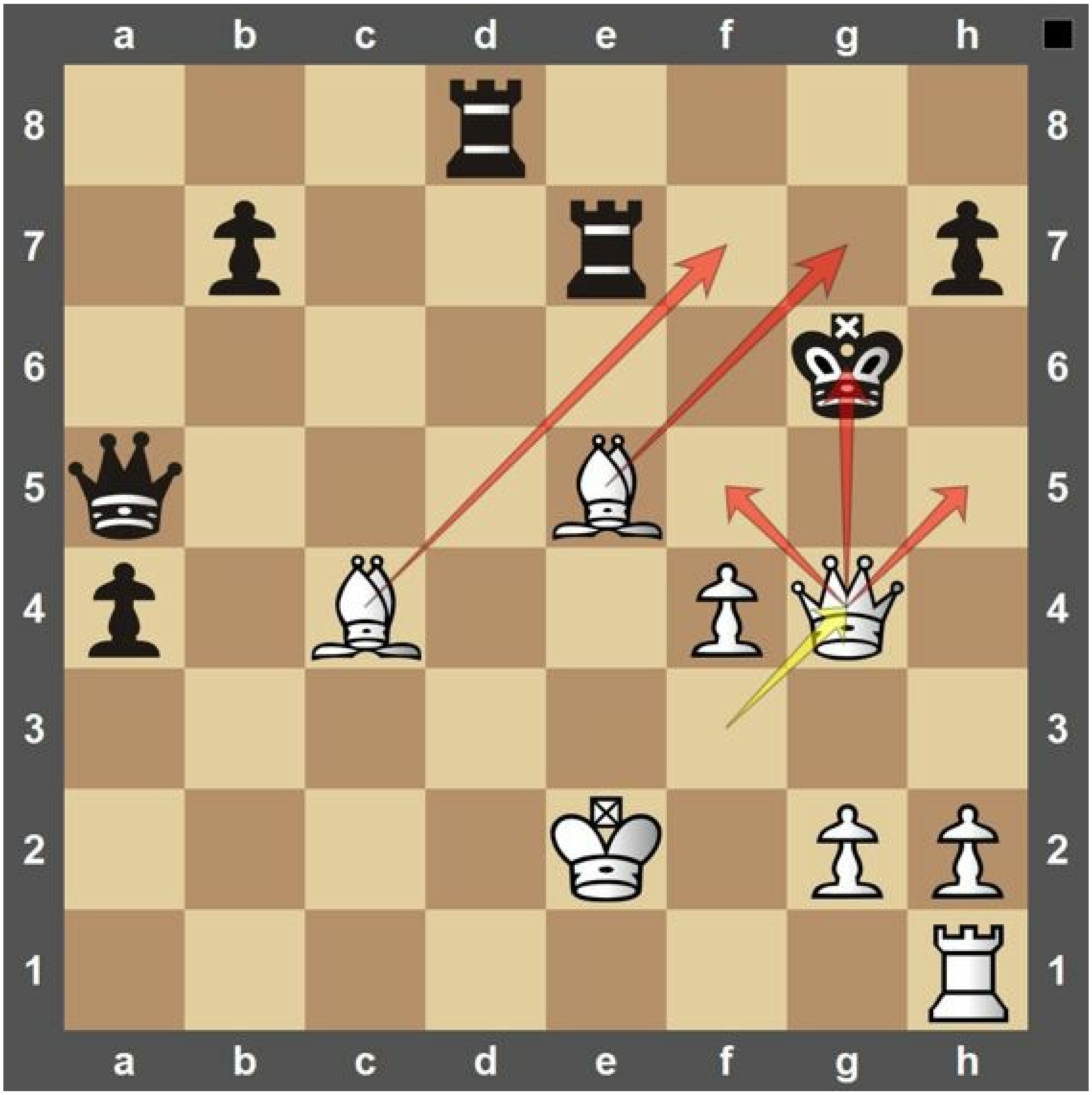
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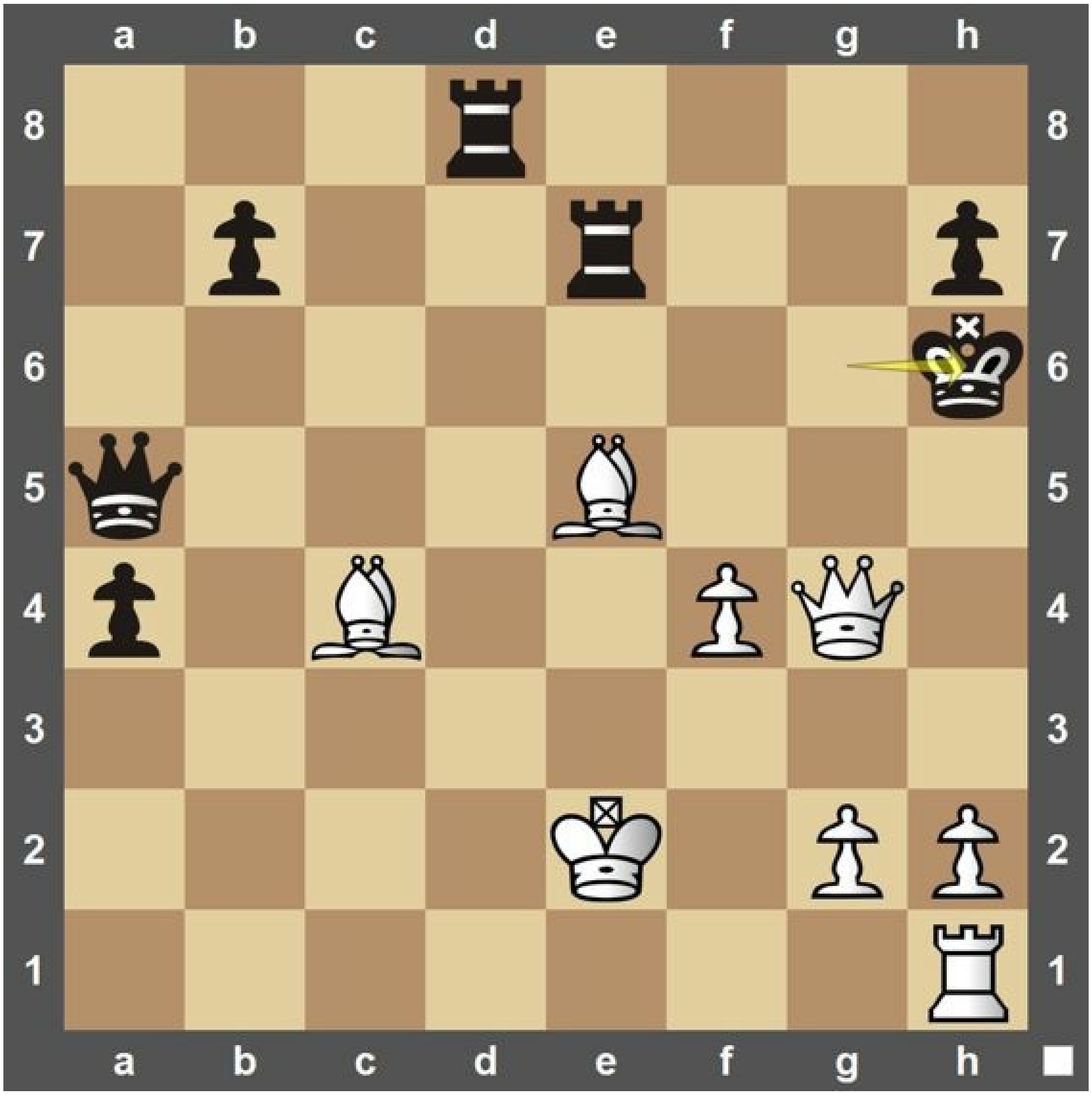
8: **1.Qg4+** Kh6 2.Qg5#

The queen and the two bishops force the black king to the edge of the board.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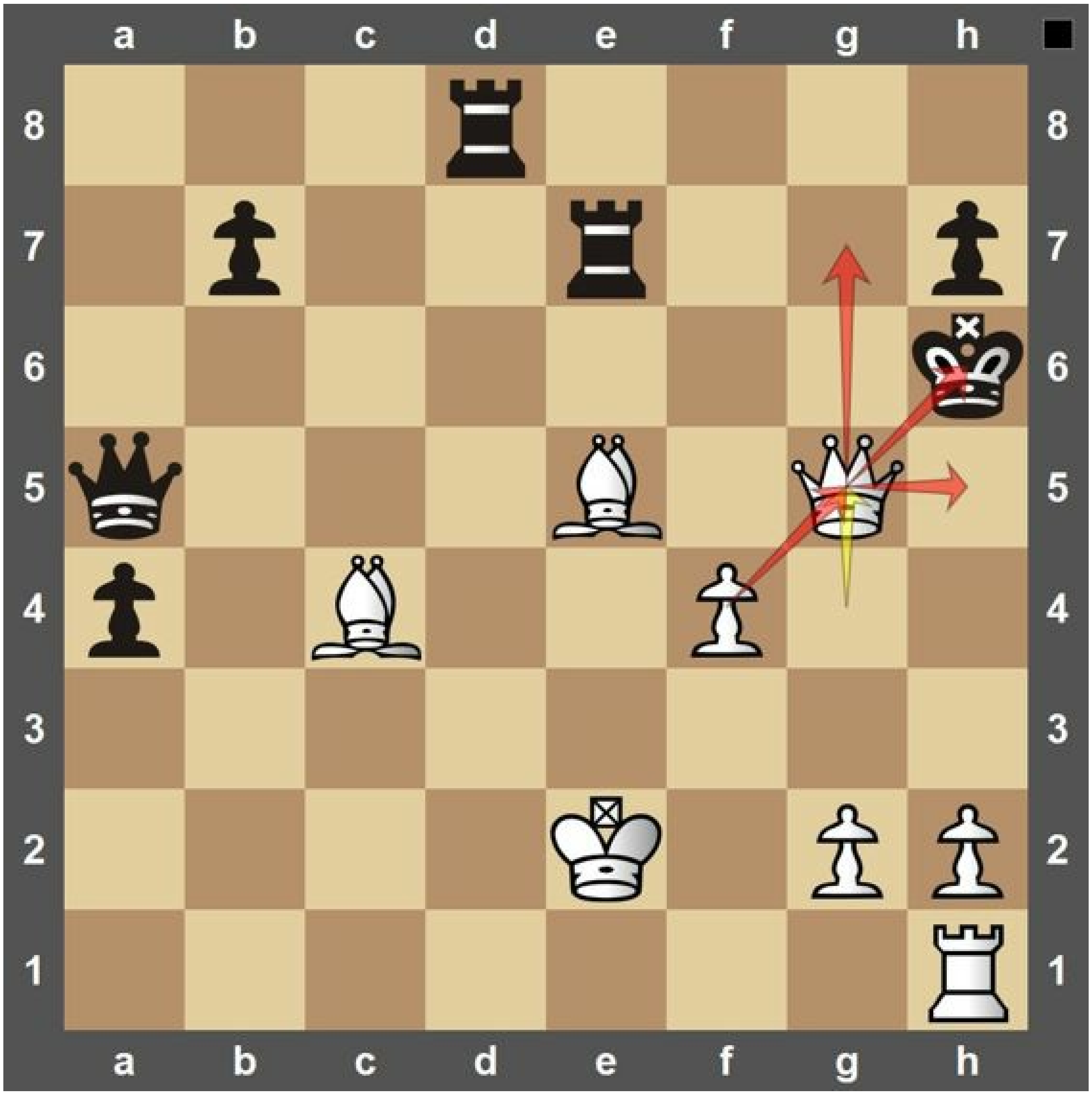
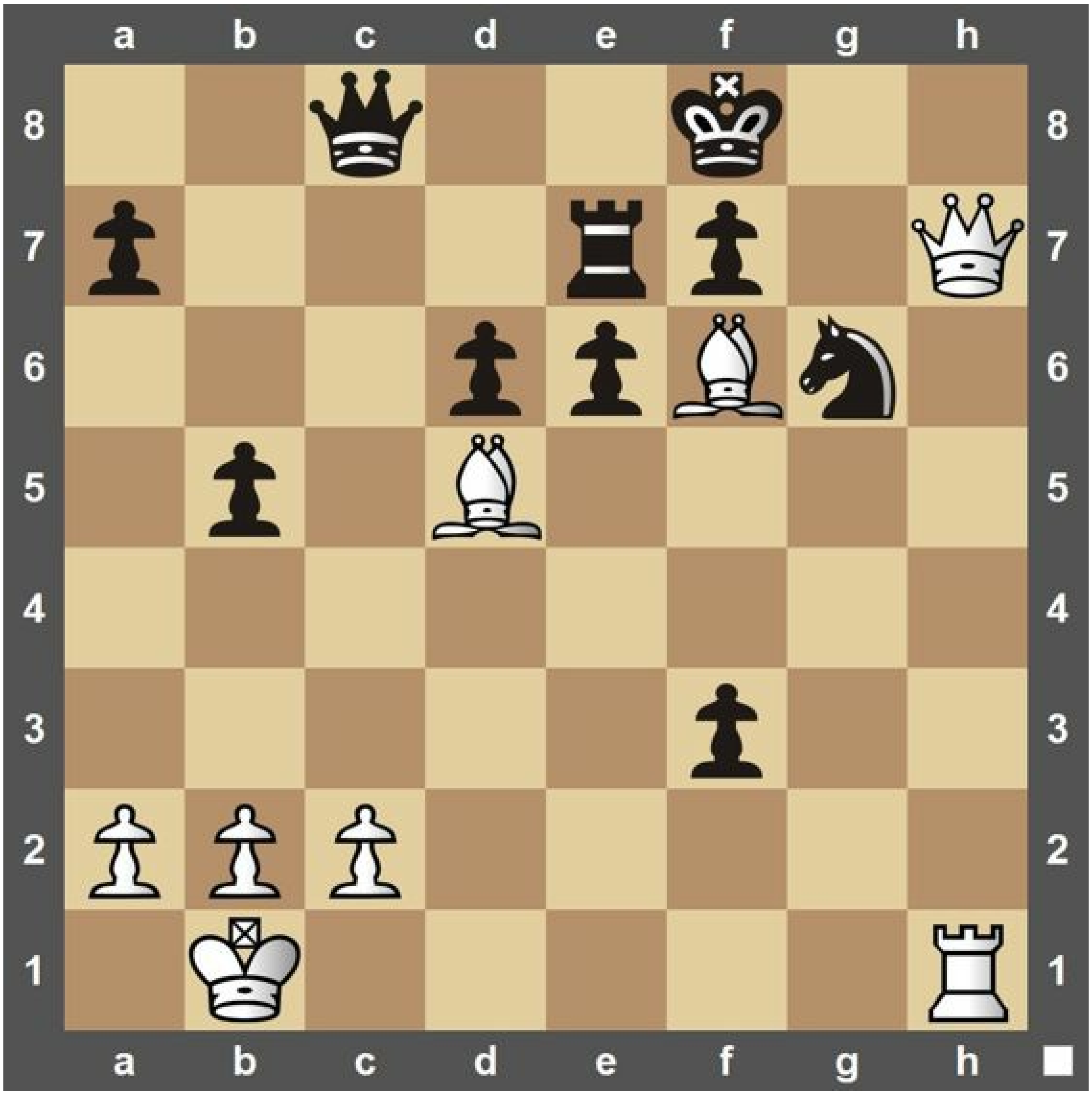
8: **1.Qg4+ Kh6** 2.Qg5#



8: **1.Qg4+ Kh6 2.Qg5#**



9: White to move.

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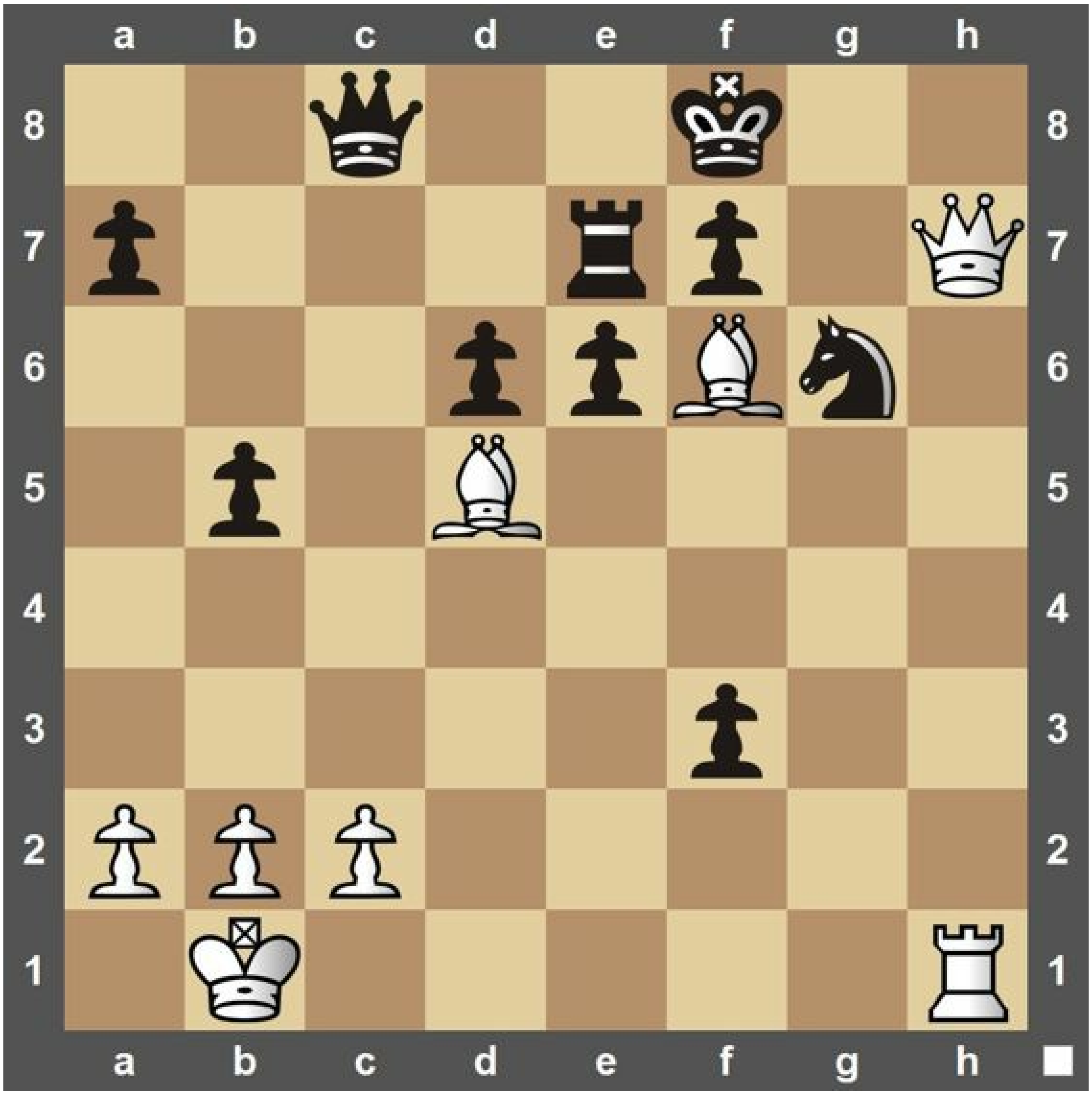
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9: 1.Qh8+ Nxh8 2.Rxh8#

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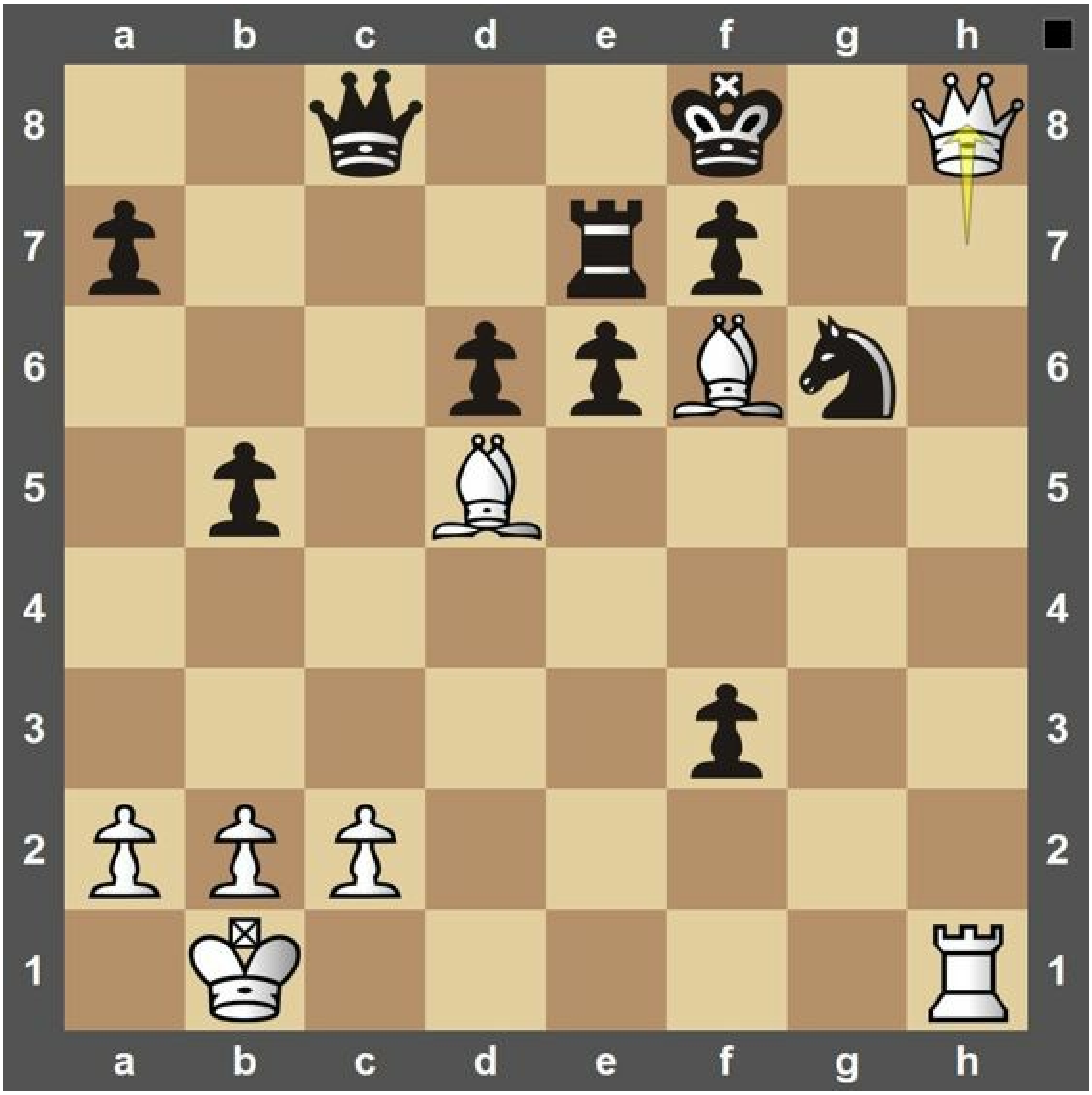
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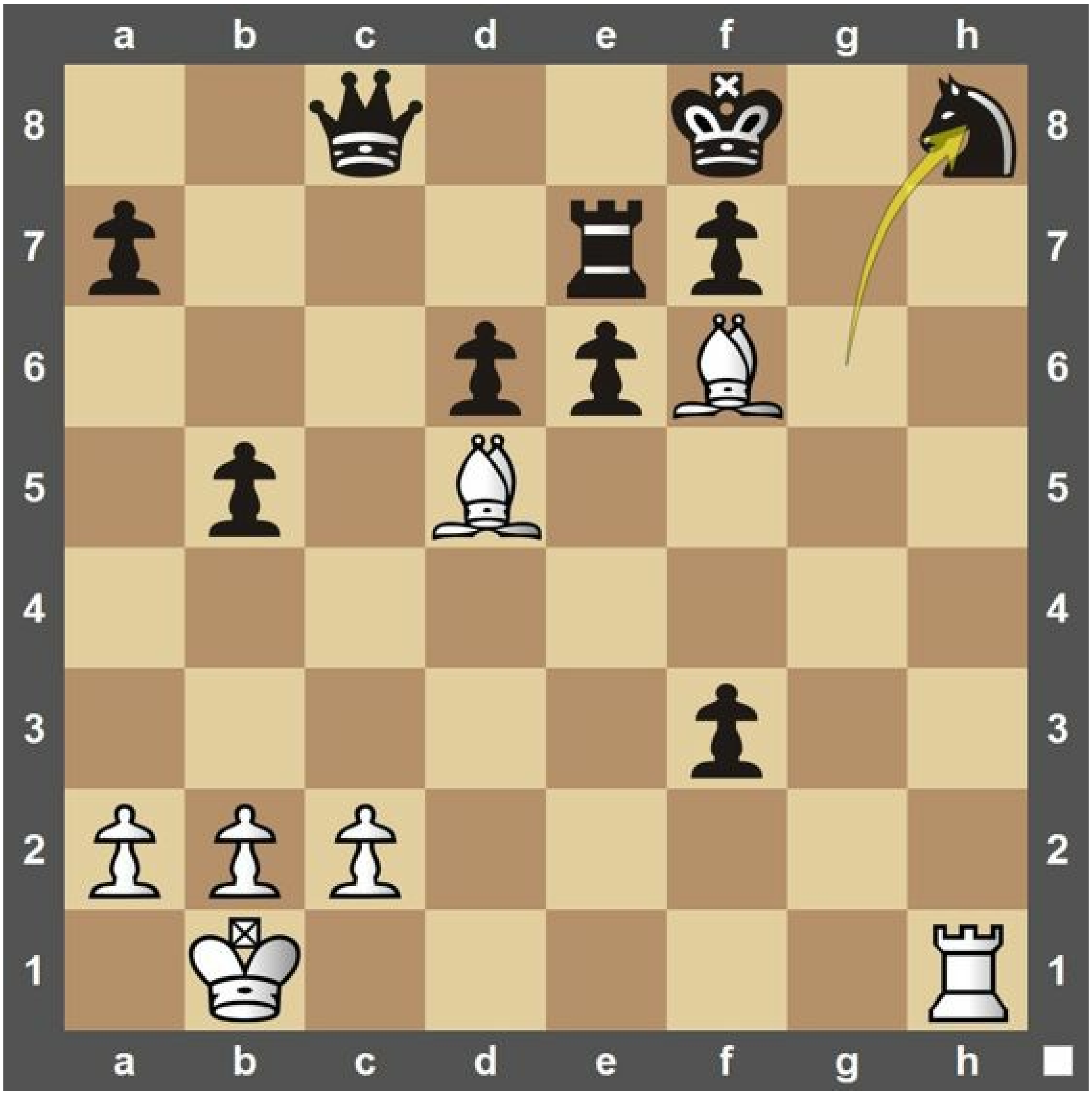
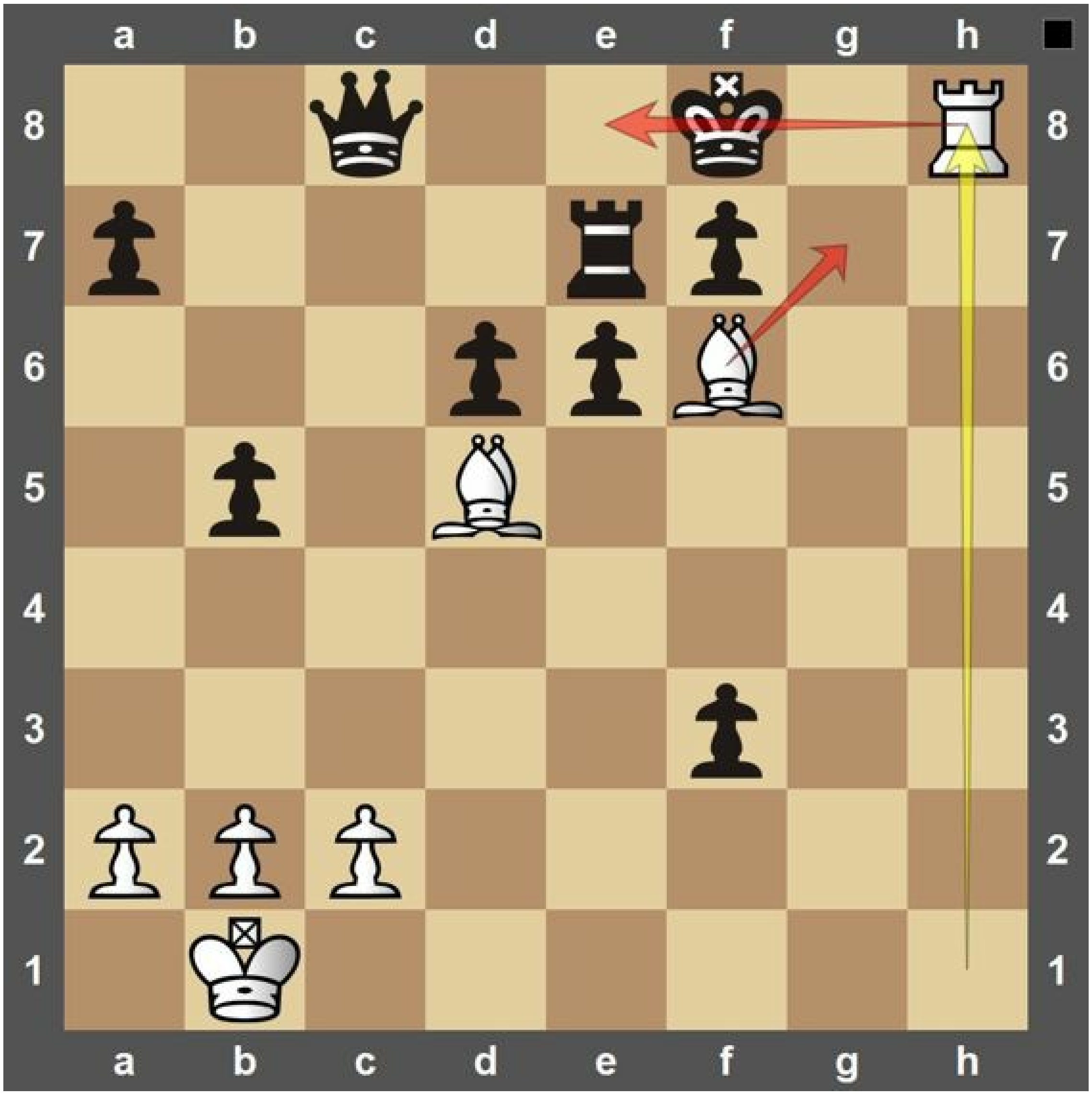
9: **1.Qh8+** Nxh8 2.Rxh8#



9: **1.Qh8+ Nxh8** 2.Rxh8#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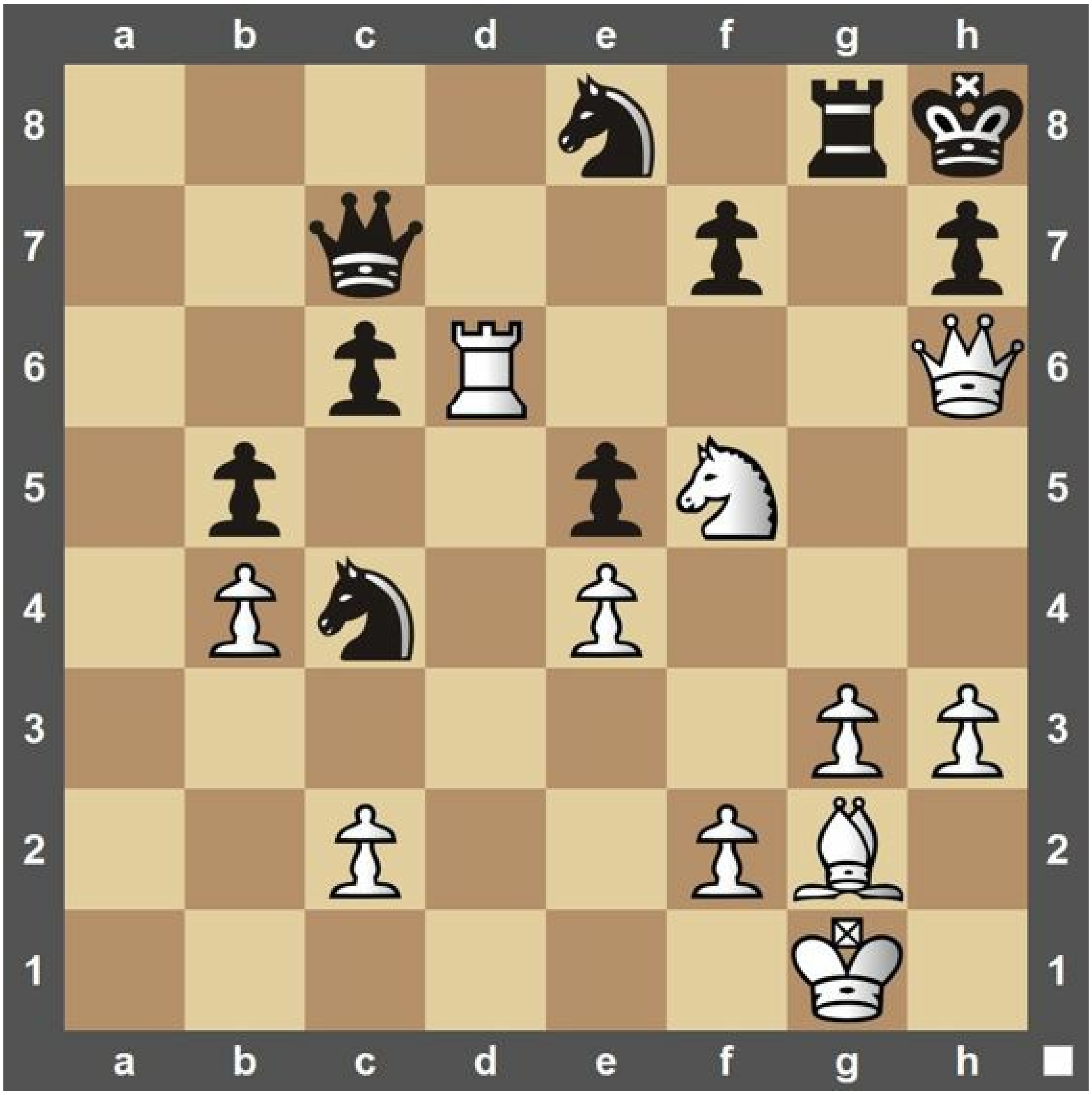
9: **1.Qh8+ Nxh8 2.Rxh8#**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10: White to move.

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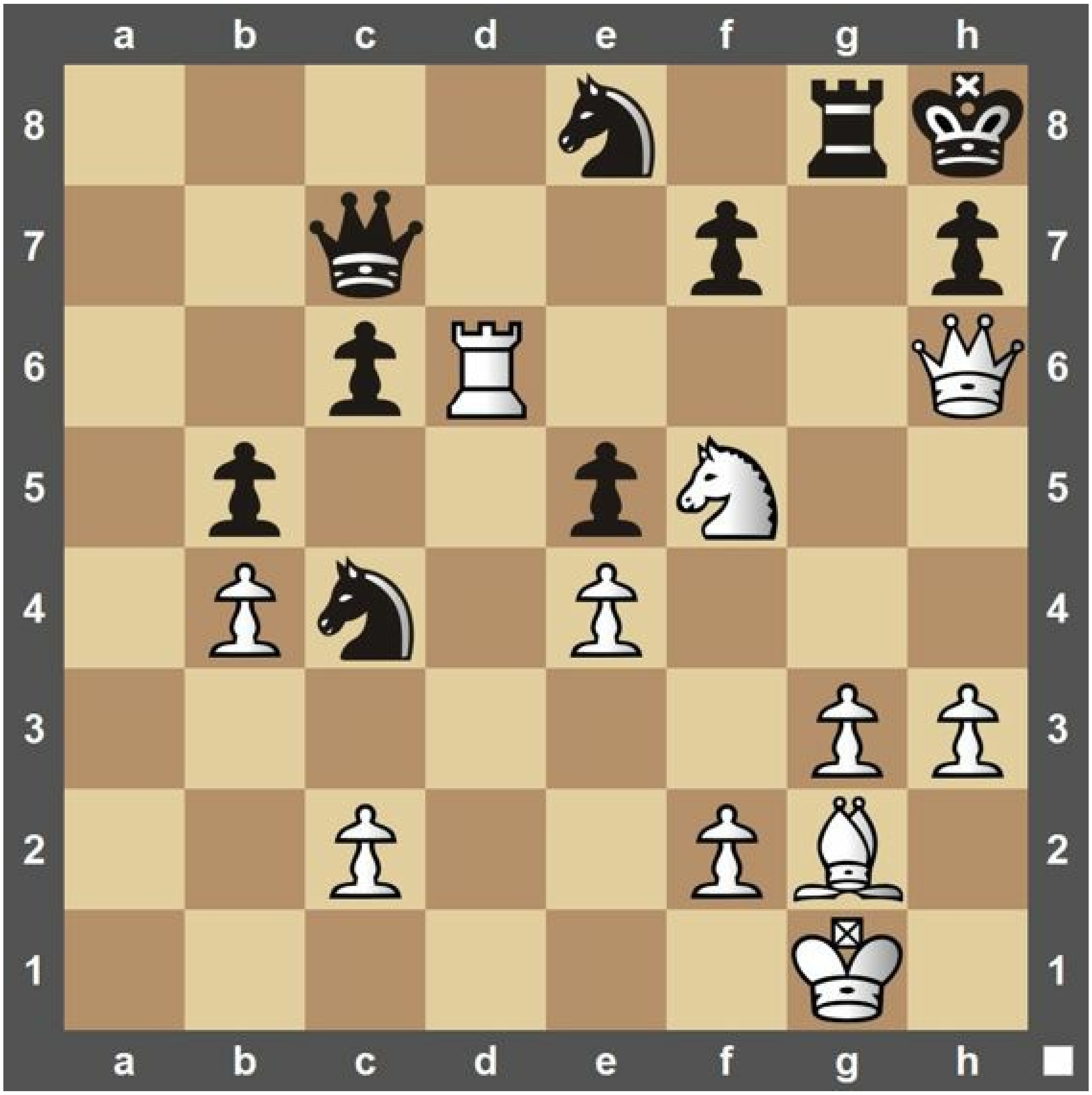

10: 1.Qxh7+ Kxh7 2.Rh6#

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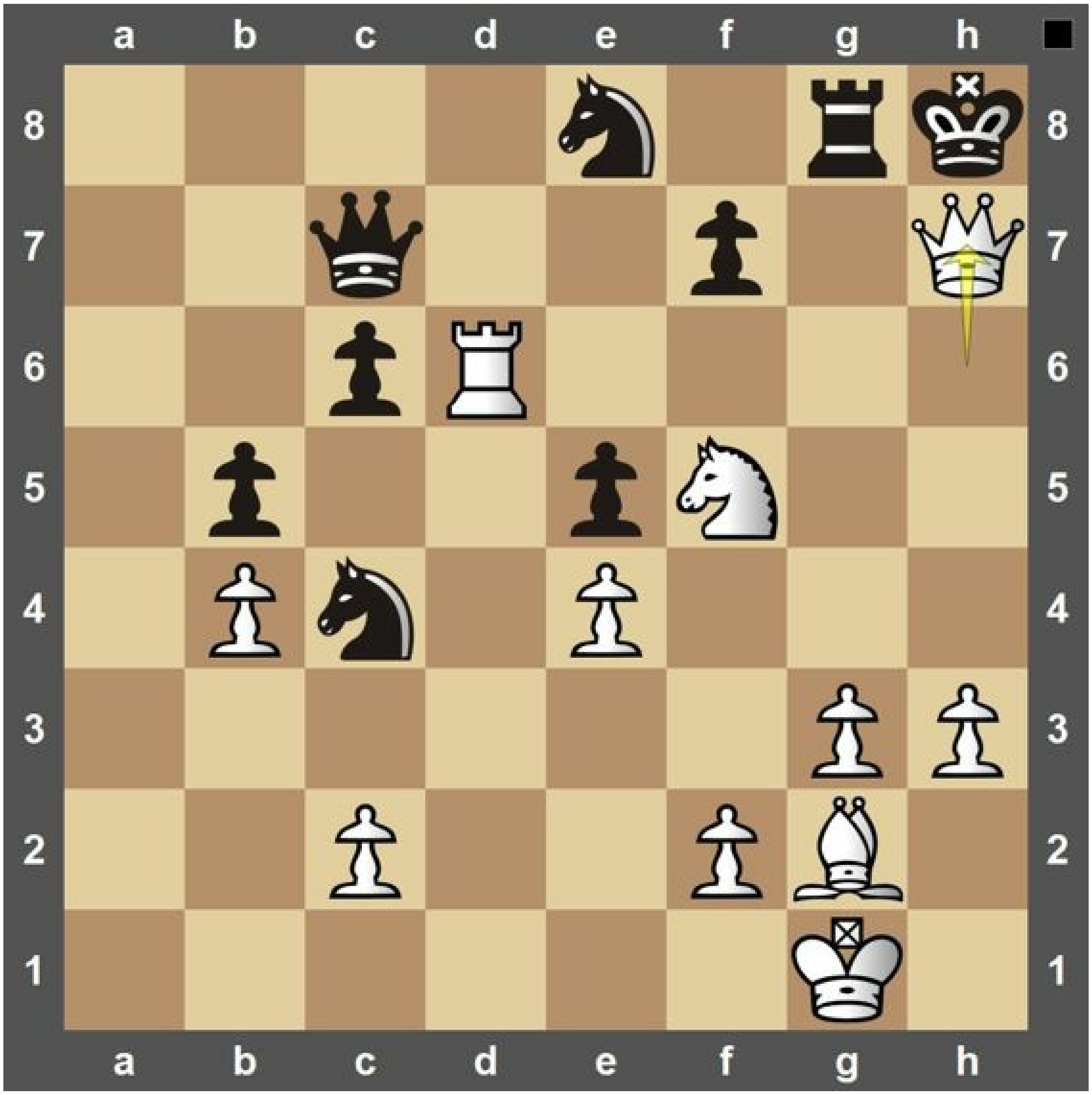
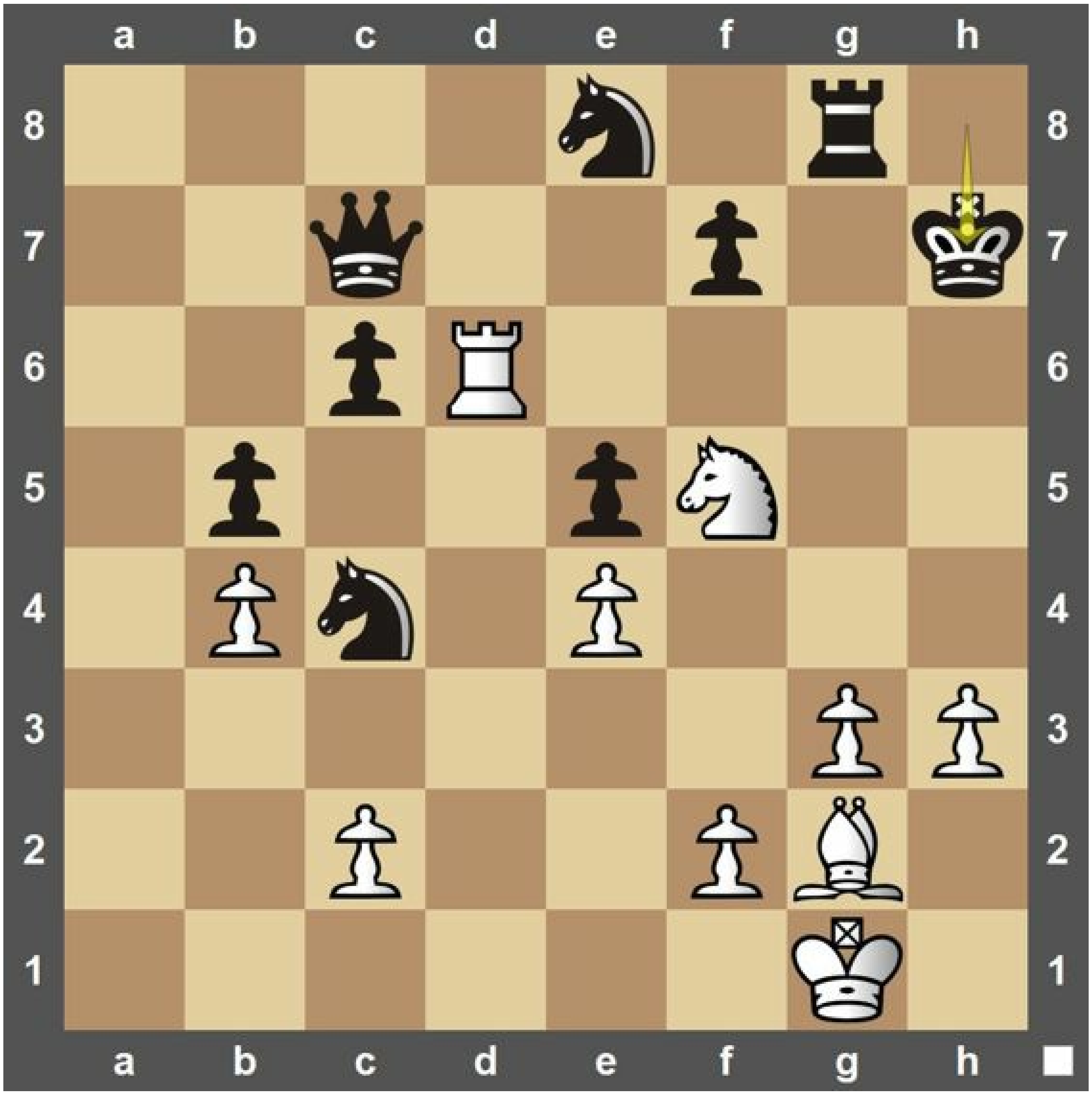


10: **1.Qxh7+** Kxh7 2.Rh6#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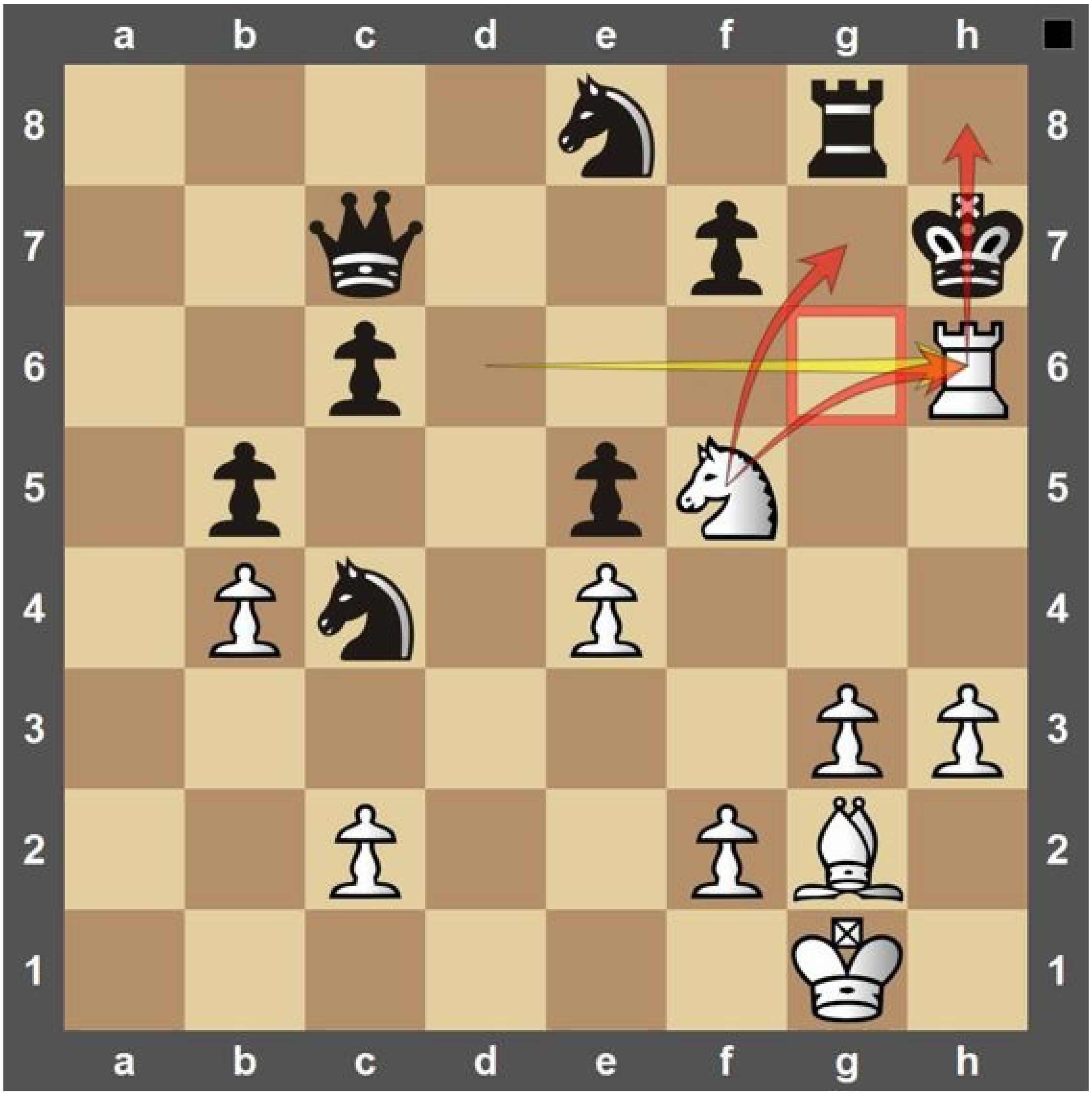
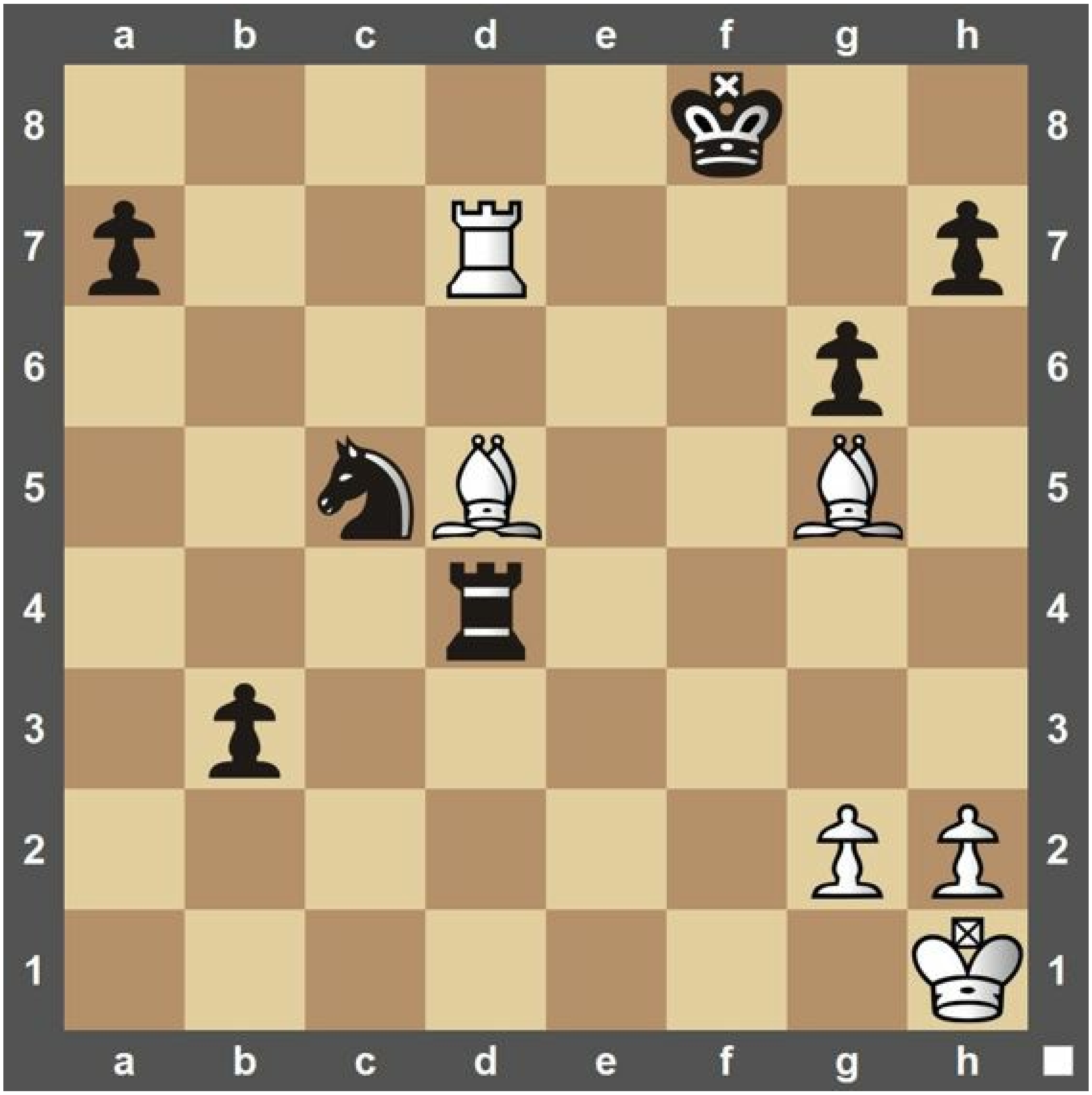
10: **1.Qxh7+ Kxh7** 2.Rh6#



10: **1.Qxh7+ Kxh7 2.Rh6#**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11: White to move.

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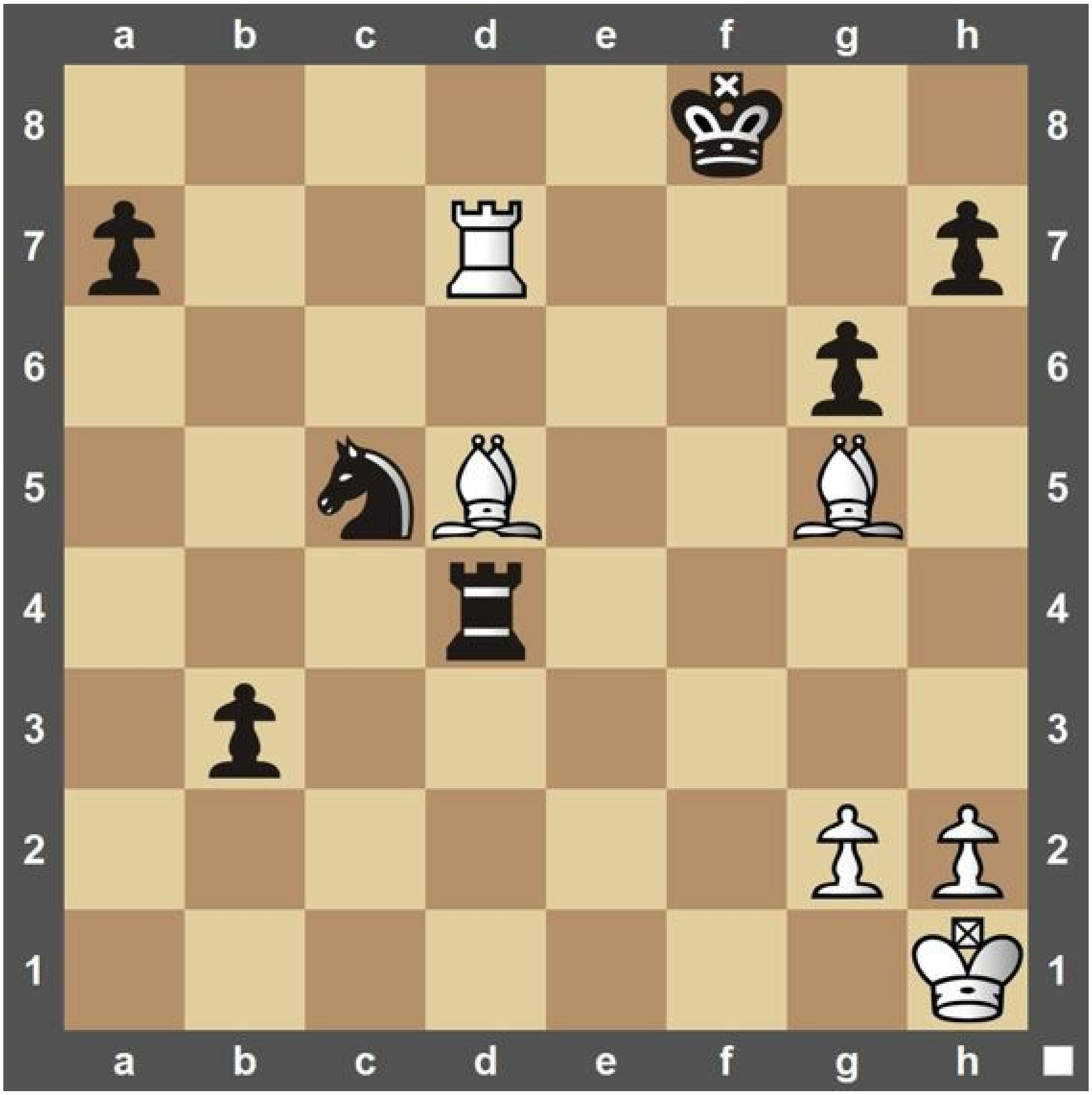
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11: 1.Rd8+ Kg7 2.Rg8#

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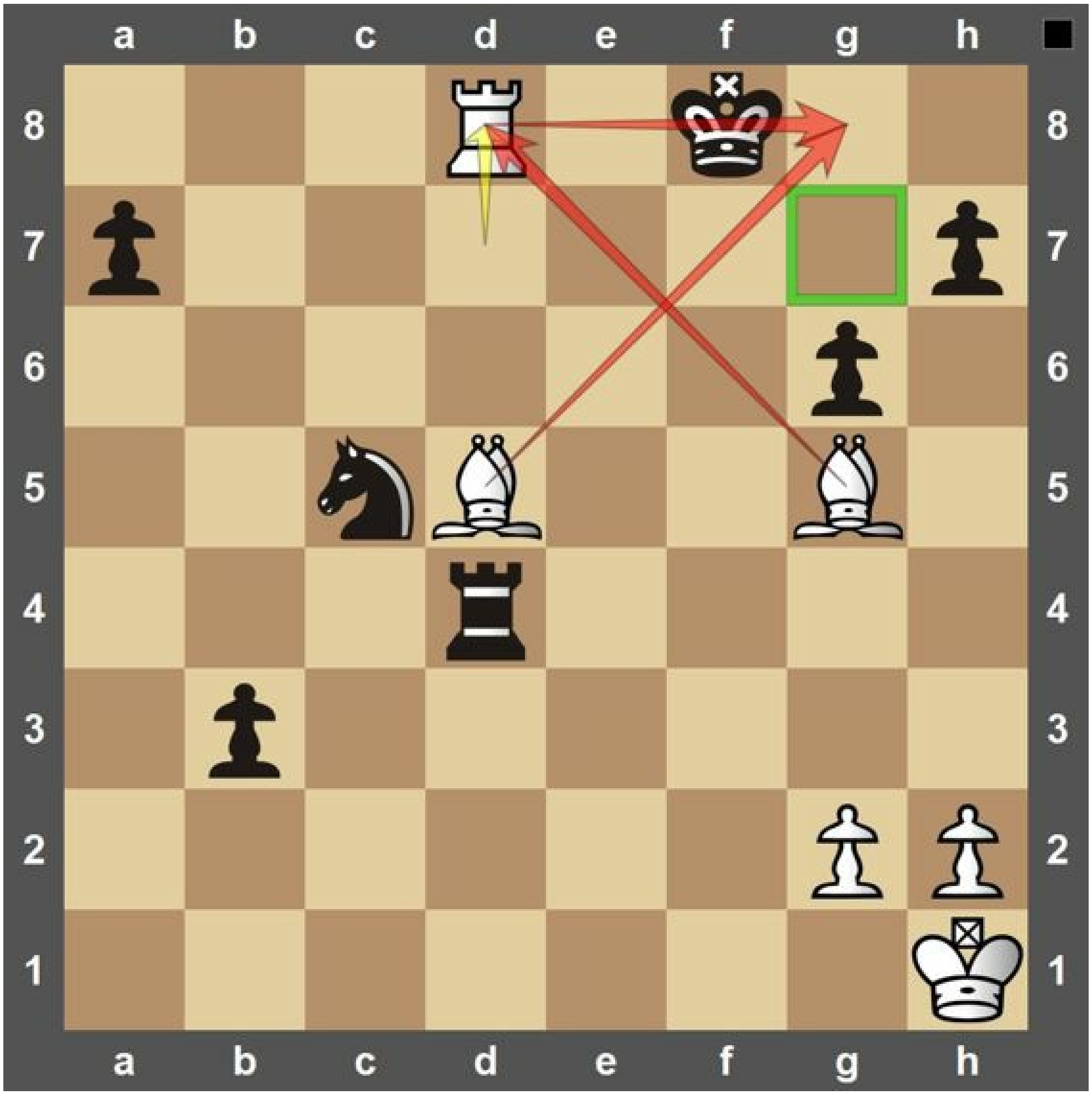
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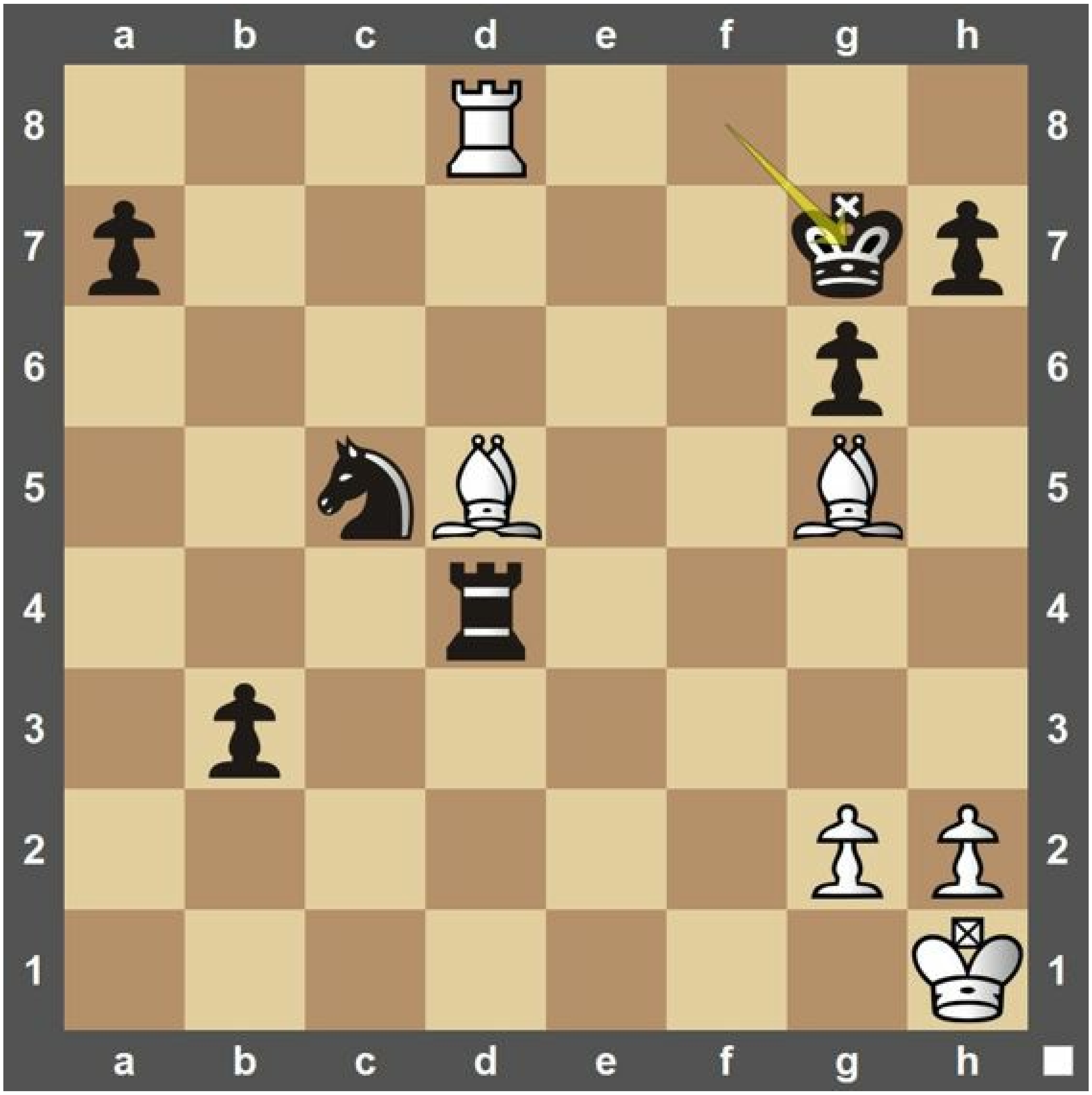
11: **1.Rd8+** Kg7 2.Rg8#

The black king must move to the g7-square.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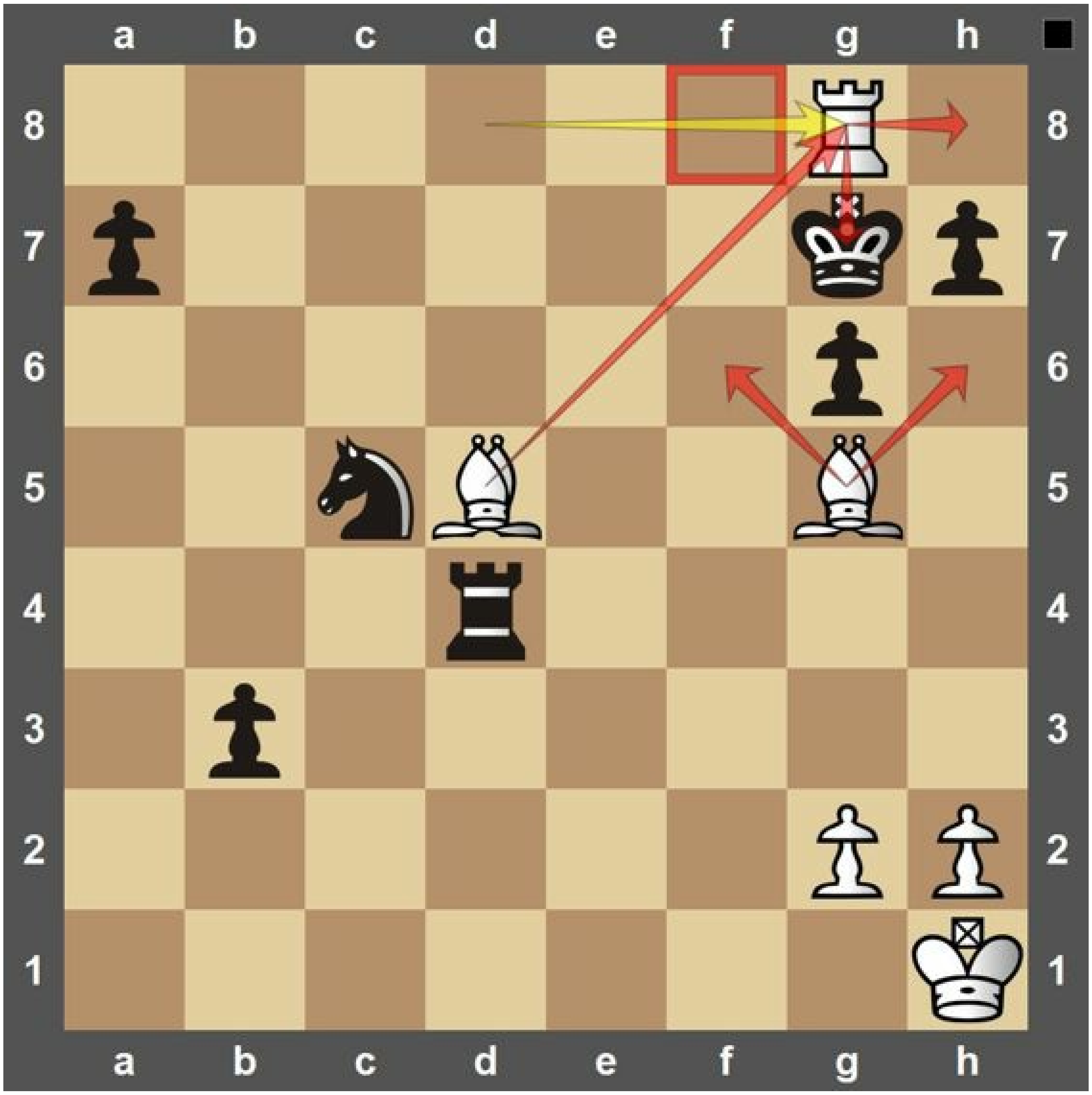
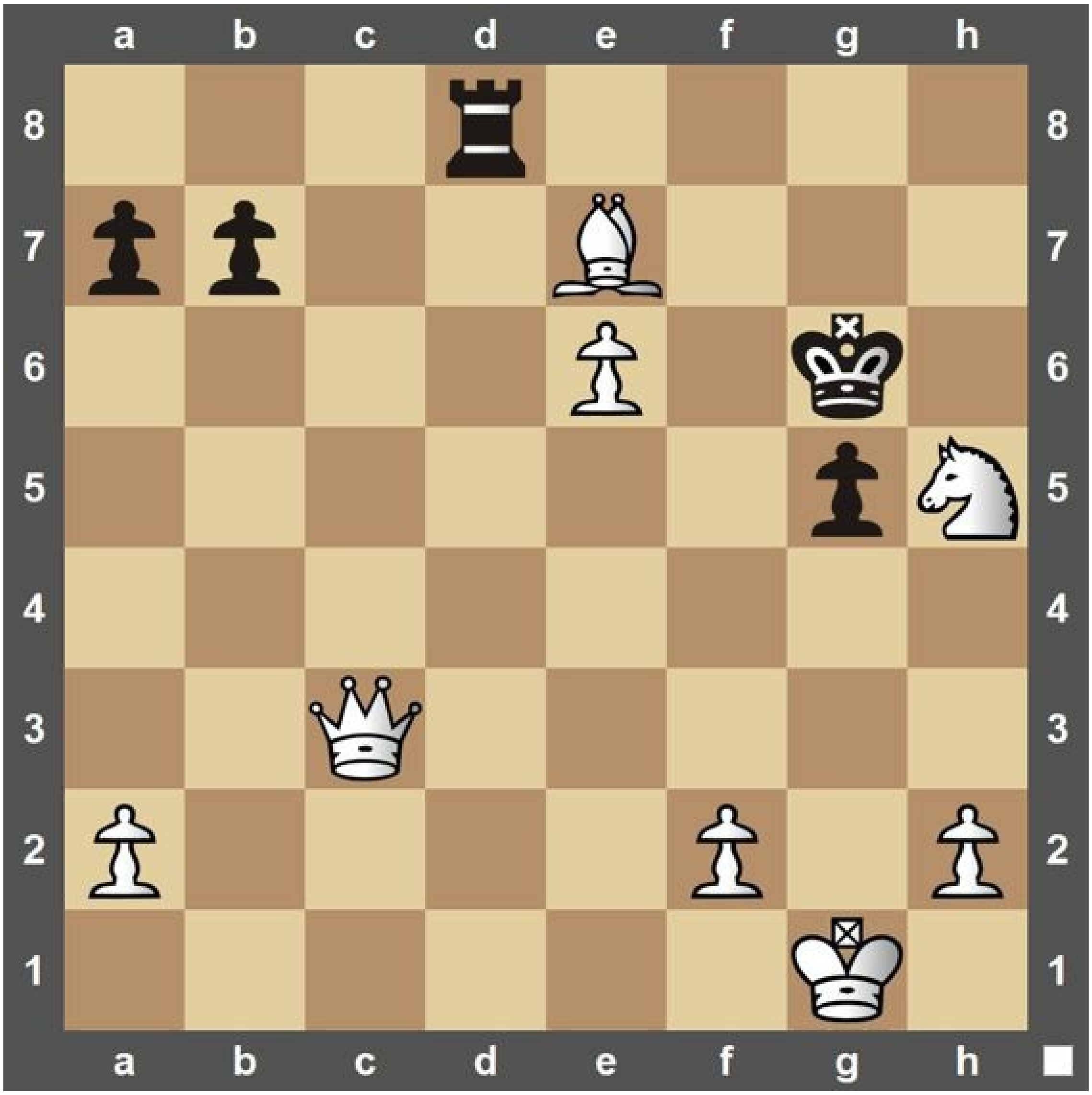
11: **1.Rd8+ Kg7** 2.Rg8#



11: **1.Rd8+ Kg7 2.Rg8#**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12: White to move.

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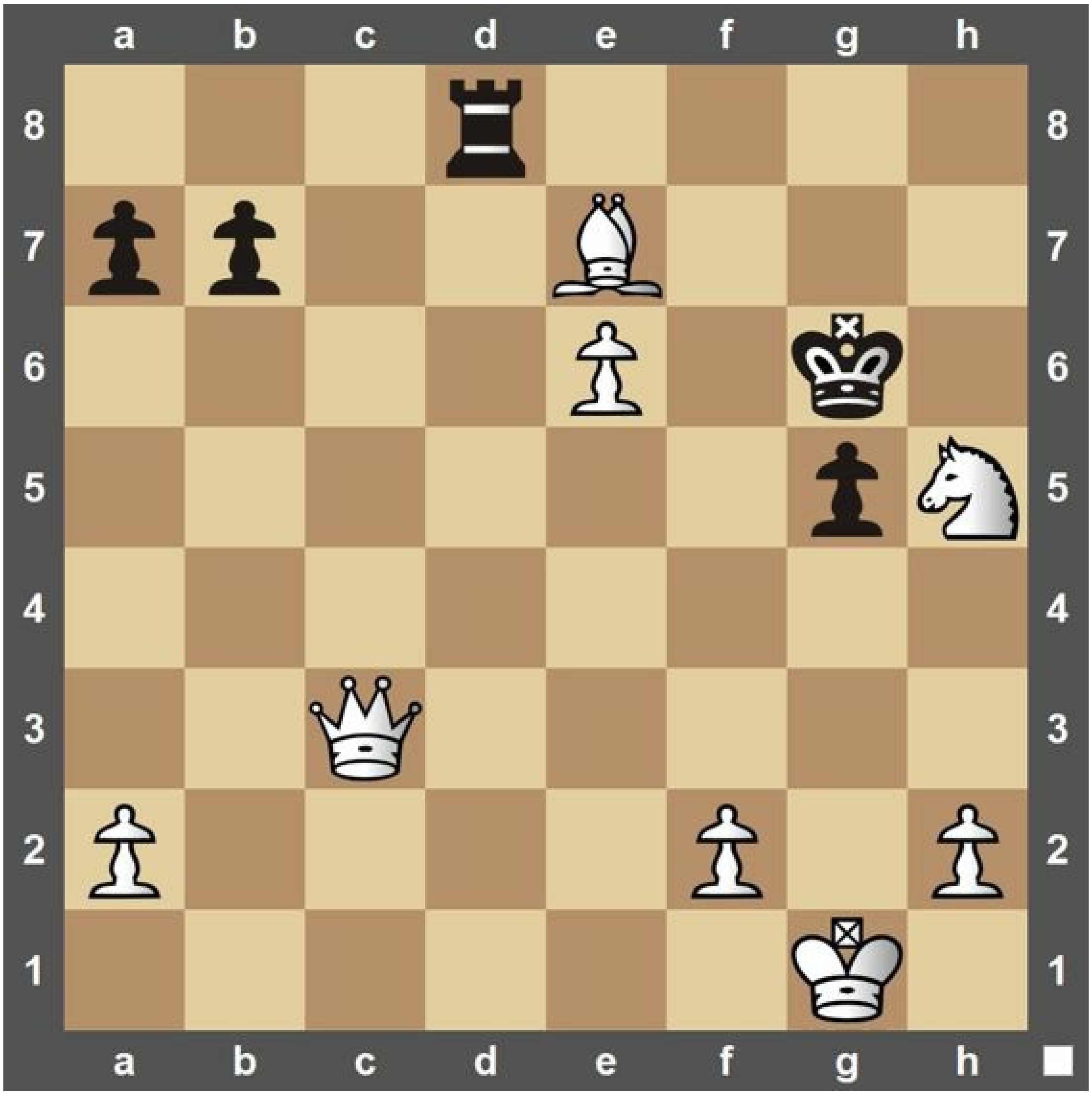
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12: 1.Qf6+ Kxh5 [1...Kh7 2.Qg7#] 2.Qxg5#

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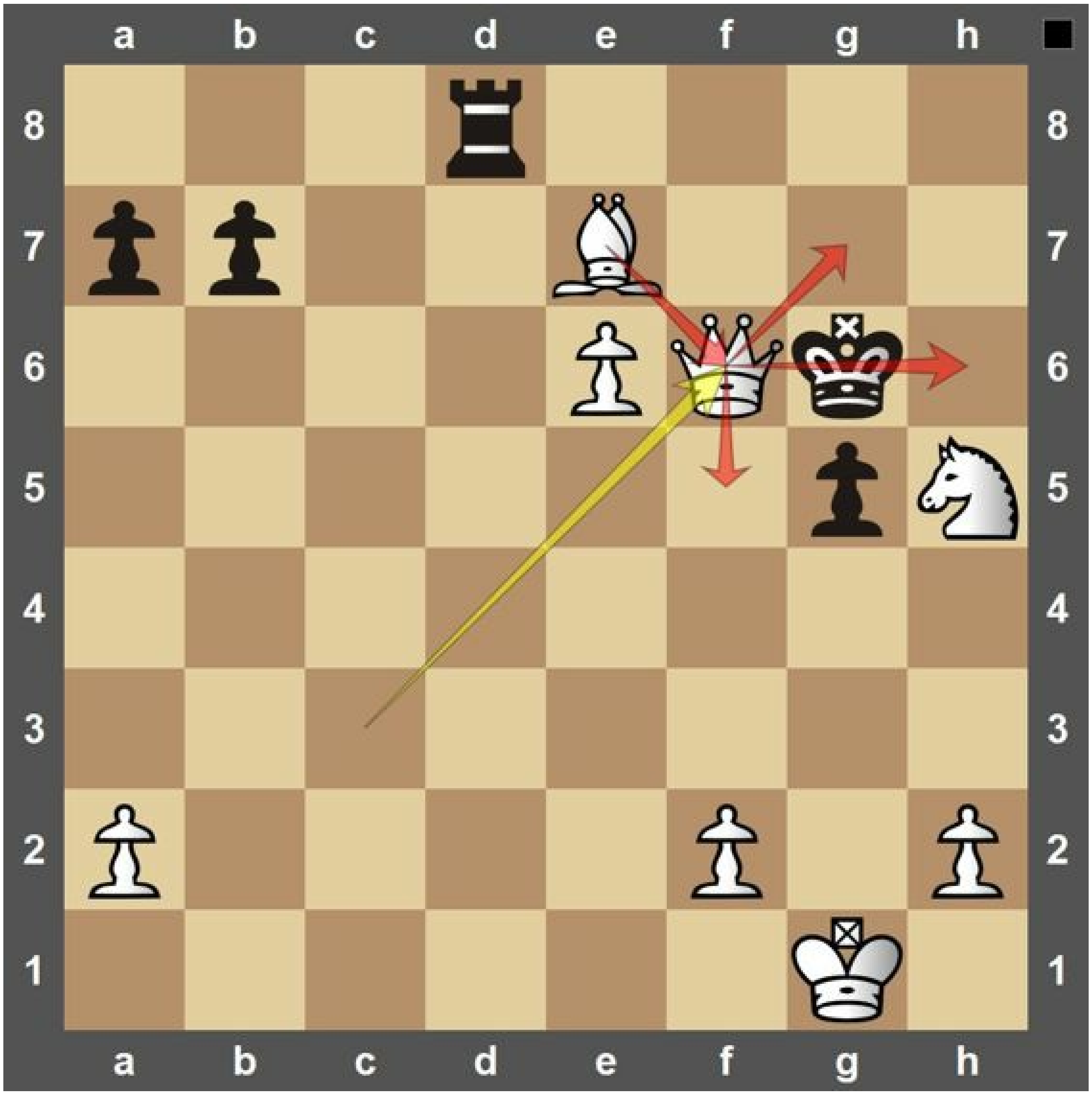

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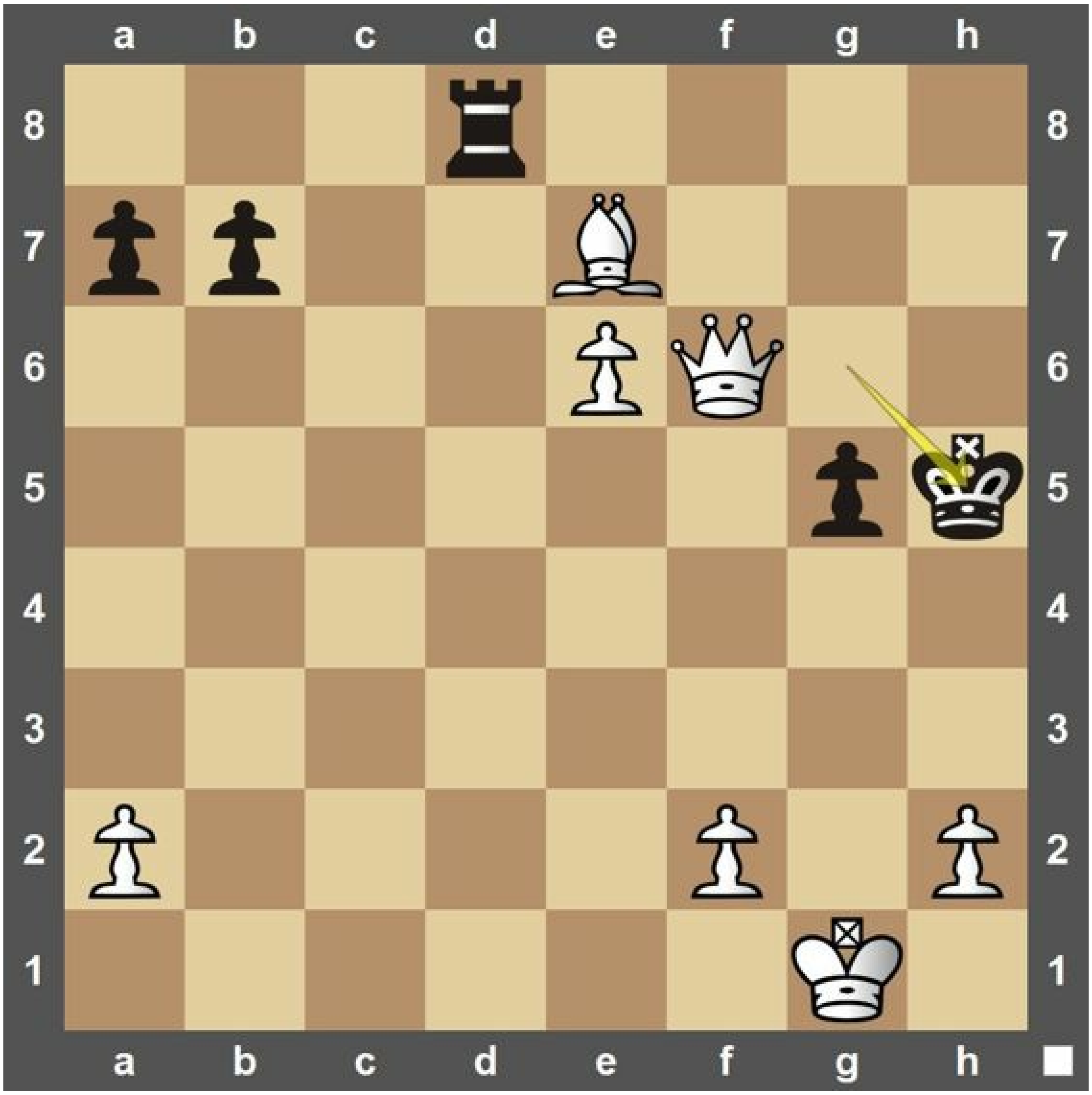
12: **1.Qf6+** Kxh5 [1...Kh7 2.Qg7#] 2.Qxg5#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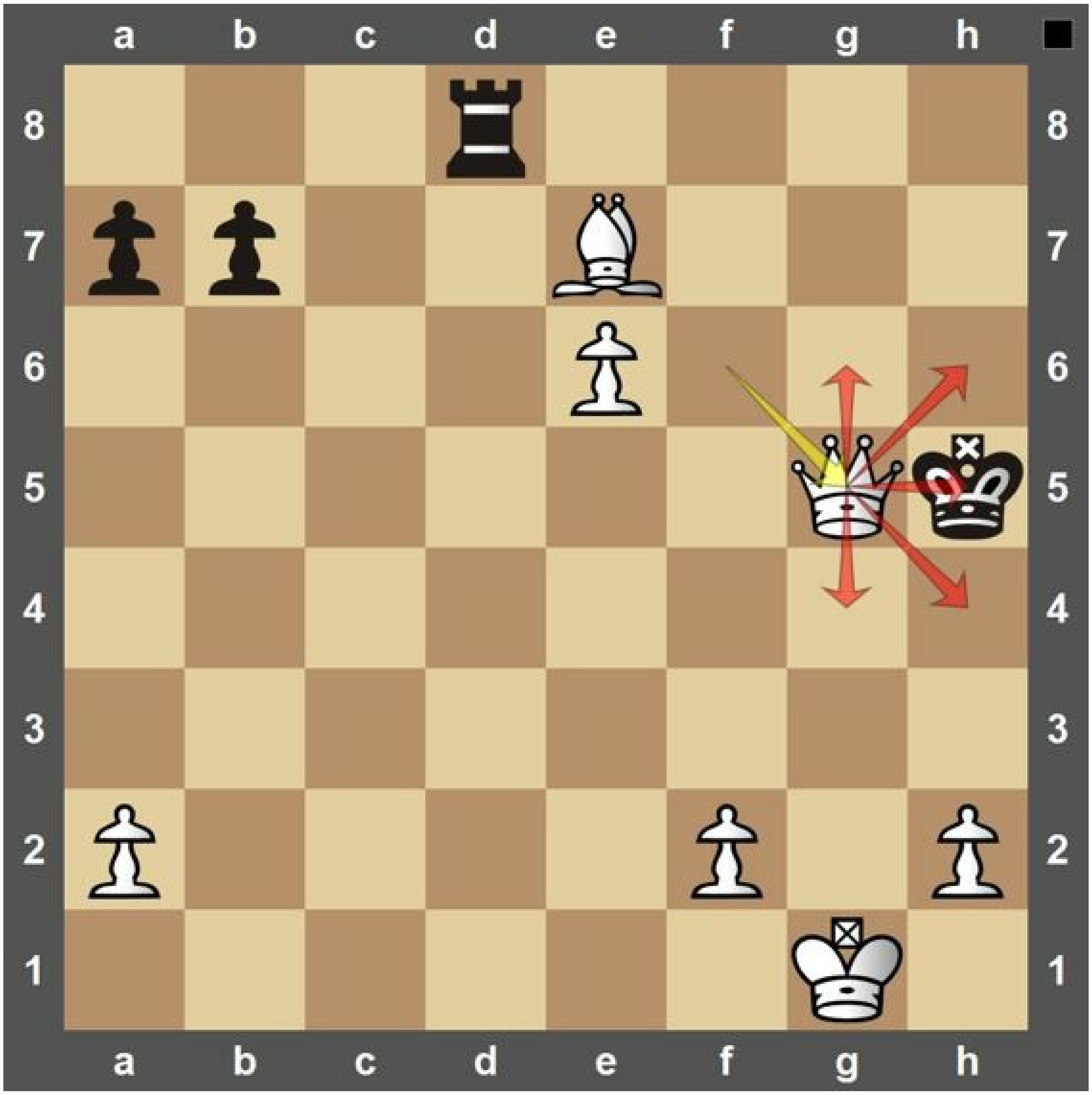
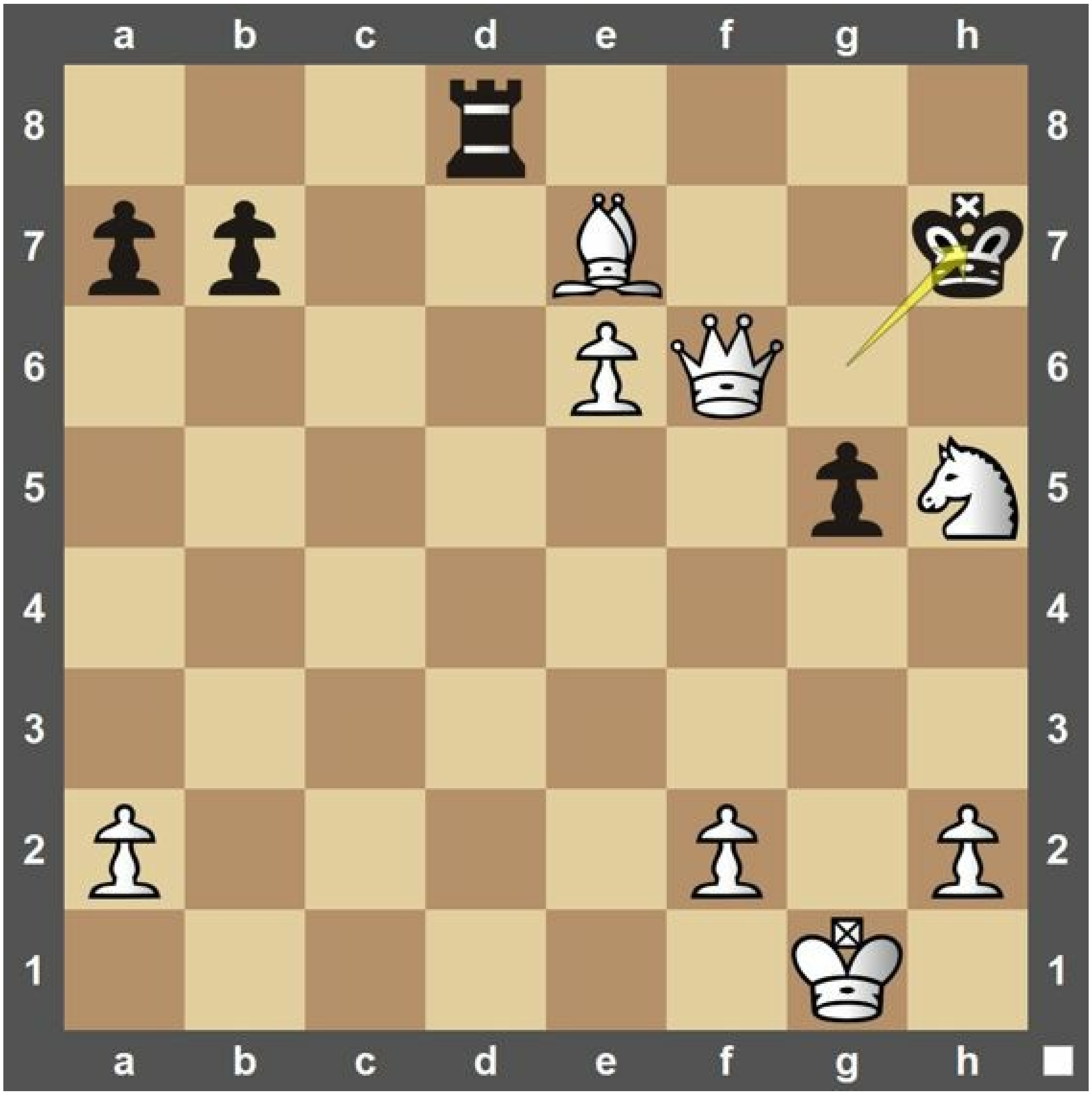
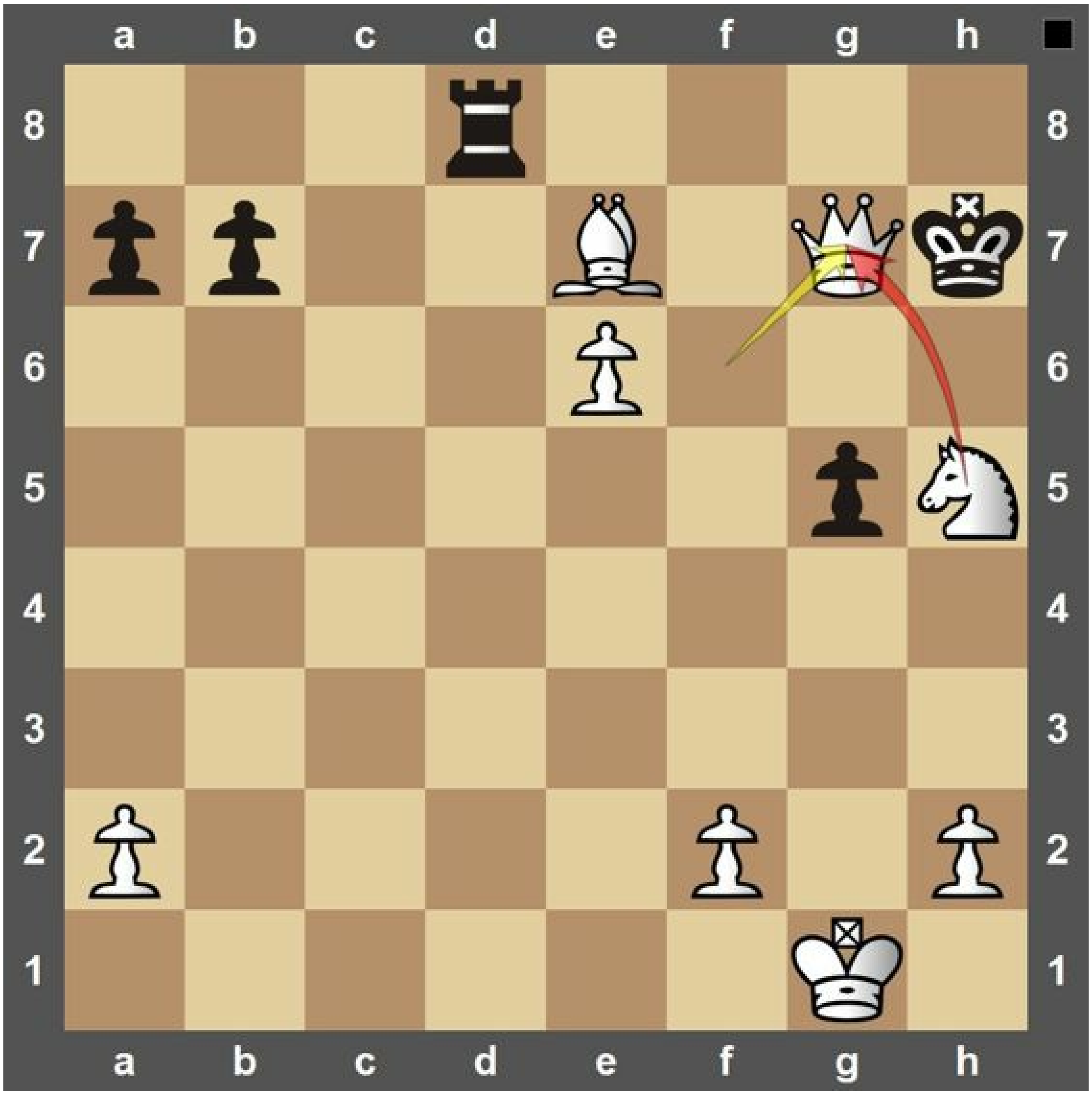
12: **1.Qf6+ Kxh5** [1...Kh7 2.Qg7#] 2.Qxg5#



12: **1.Qf6+ Kxh5** [1...Kh7 2.Qg7#] **2.Qxg5#**



12: **1.Qf6+** Kxh5 [**1...Kh7** 2.Qg7#] 2.Qxg5#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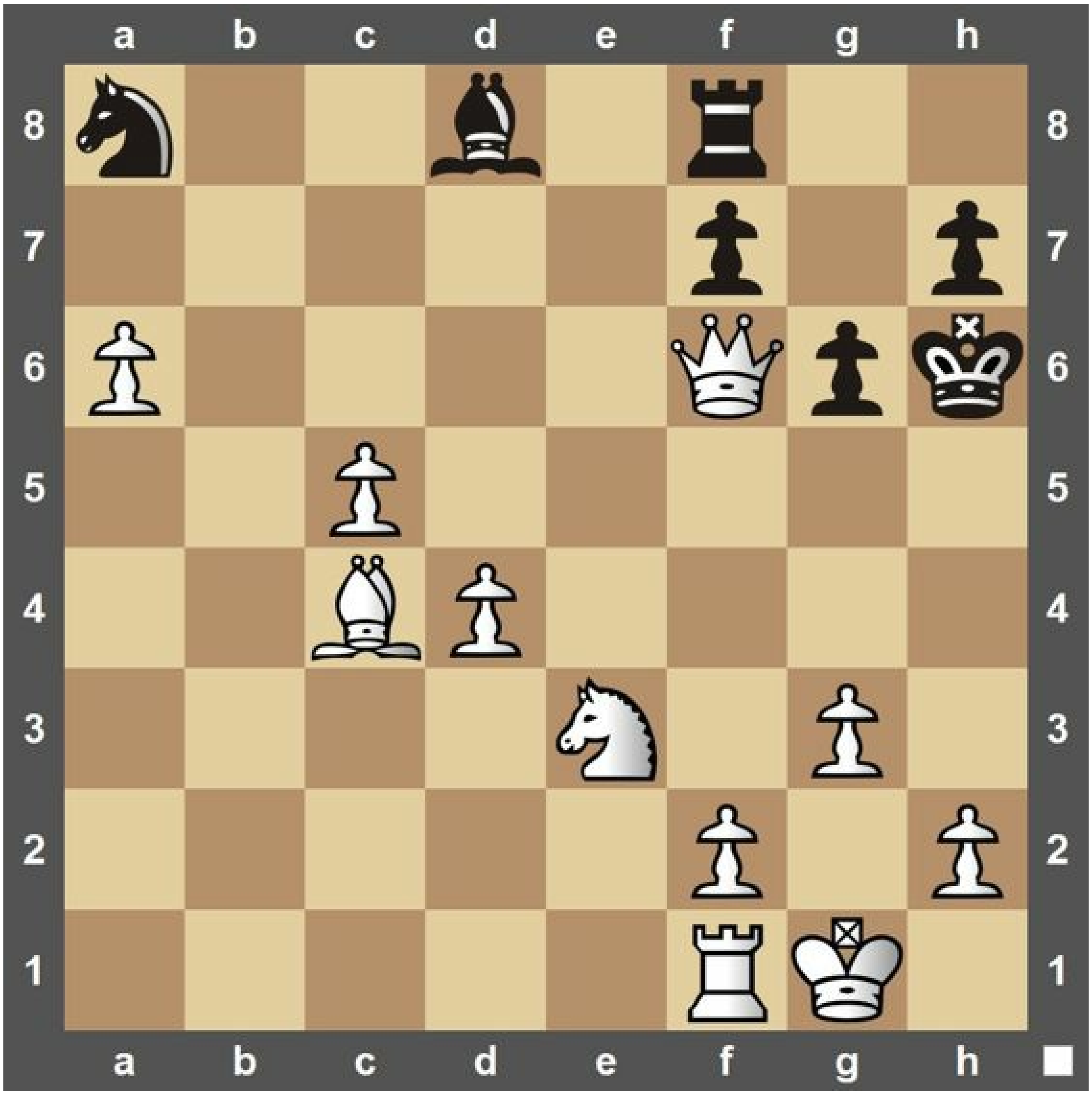
12: **1.Qf6+** Kxh5 [**1...Kh7 2.Qg7#**] 2.Qxg5#

We now see that both the knight and bishop are necessary for this checkmate to work.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13: White to move.

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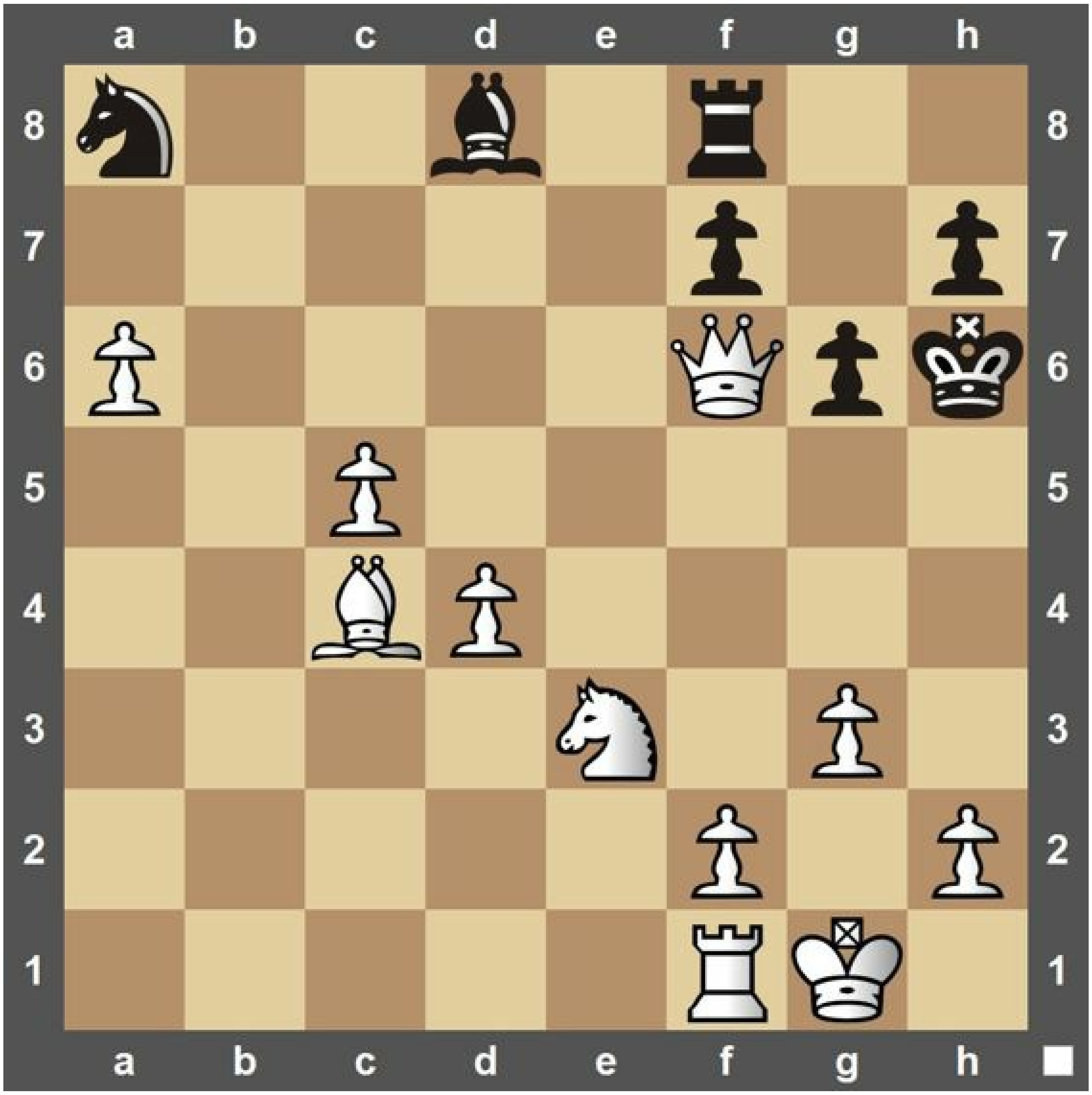
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13: 1.Nf5+ Kh5 2.Be2#

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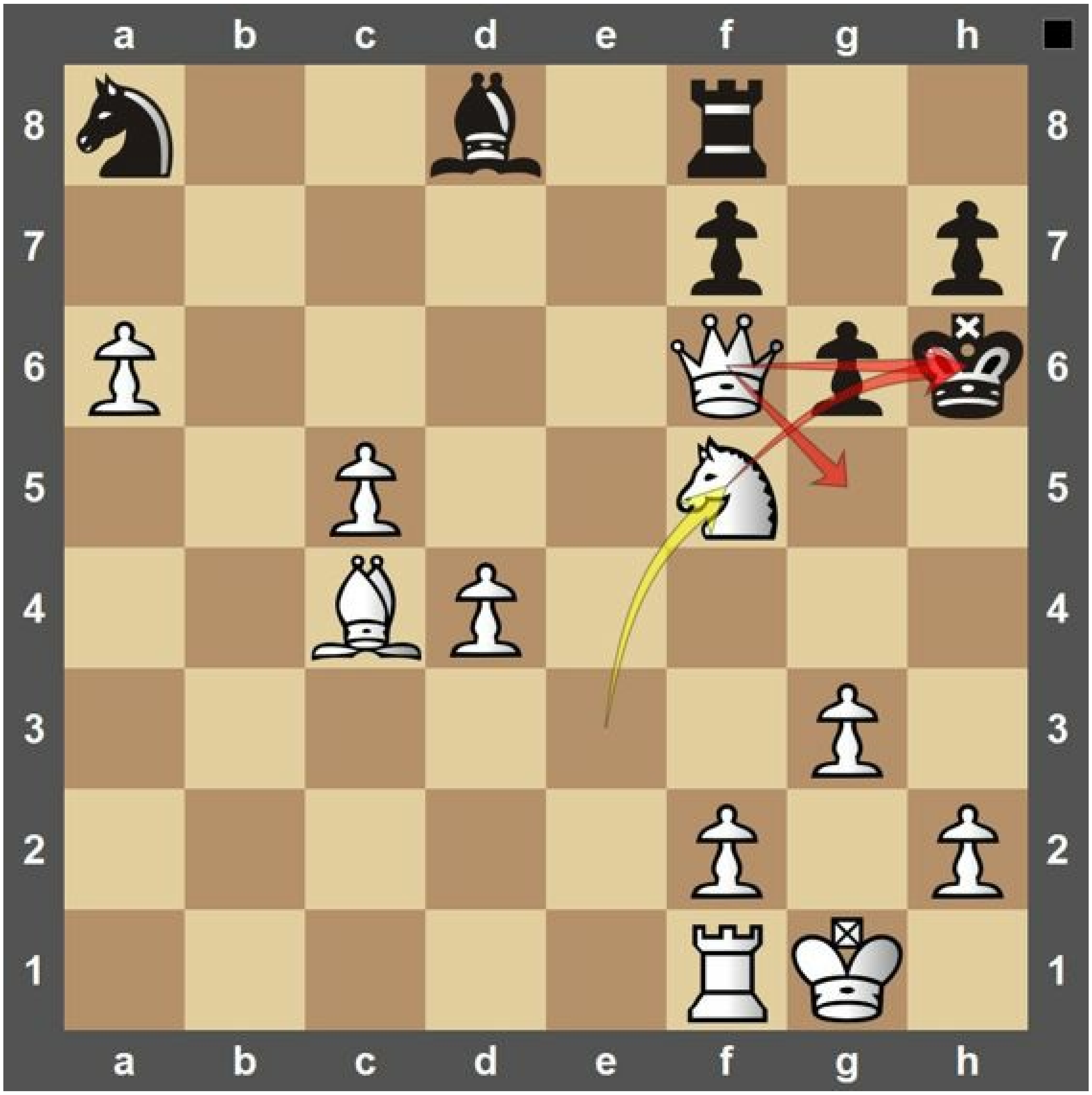
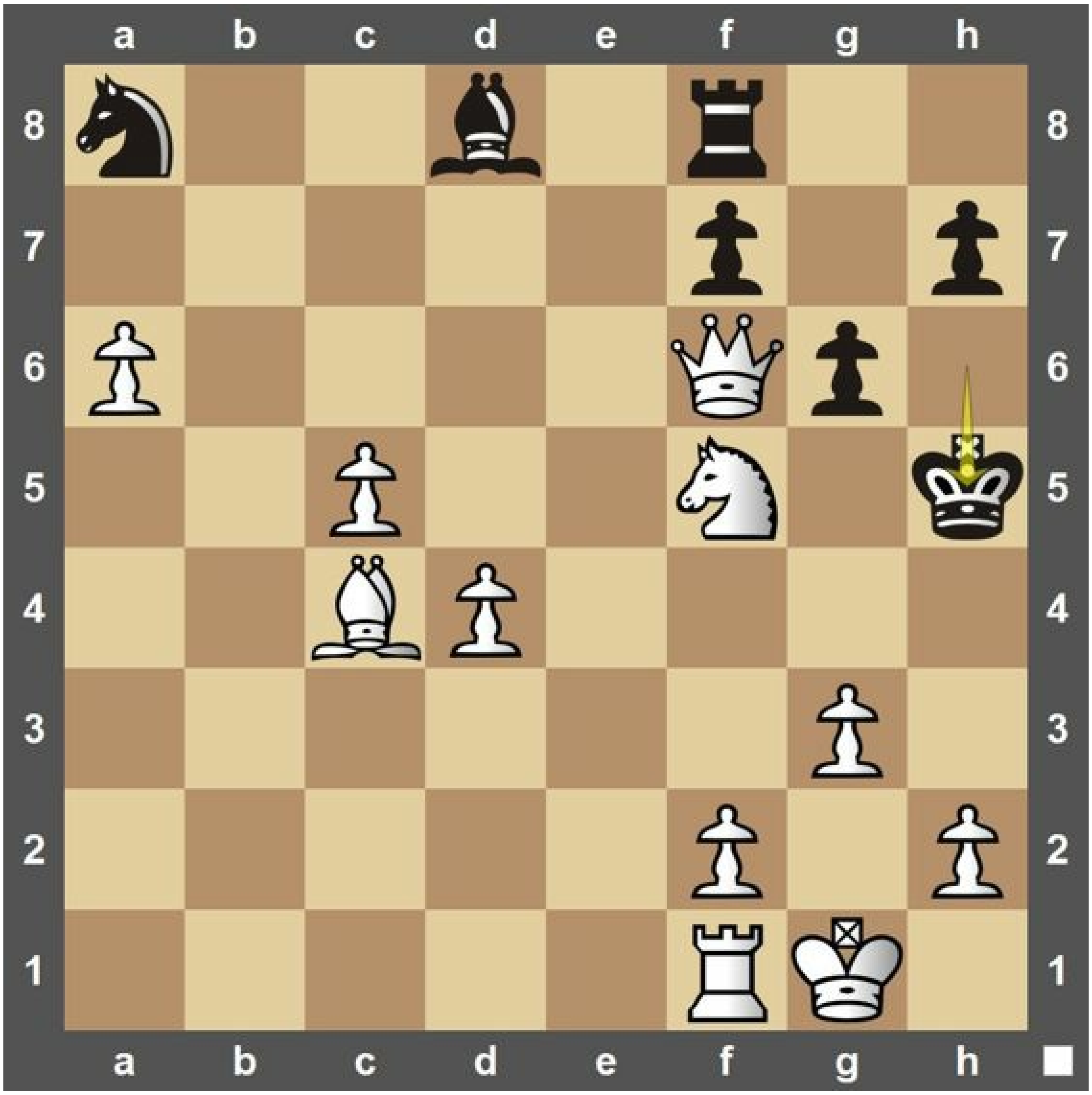


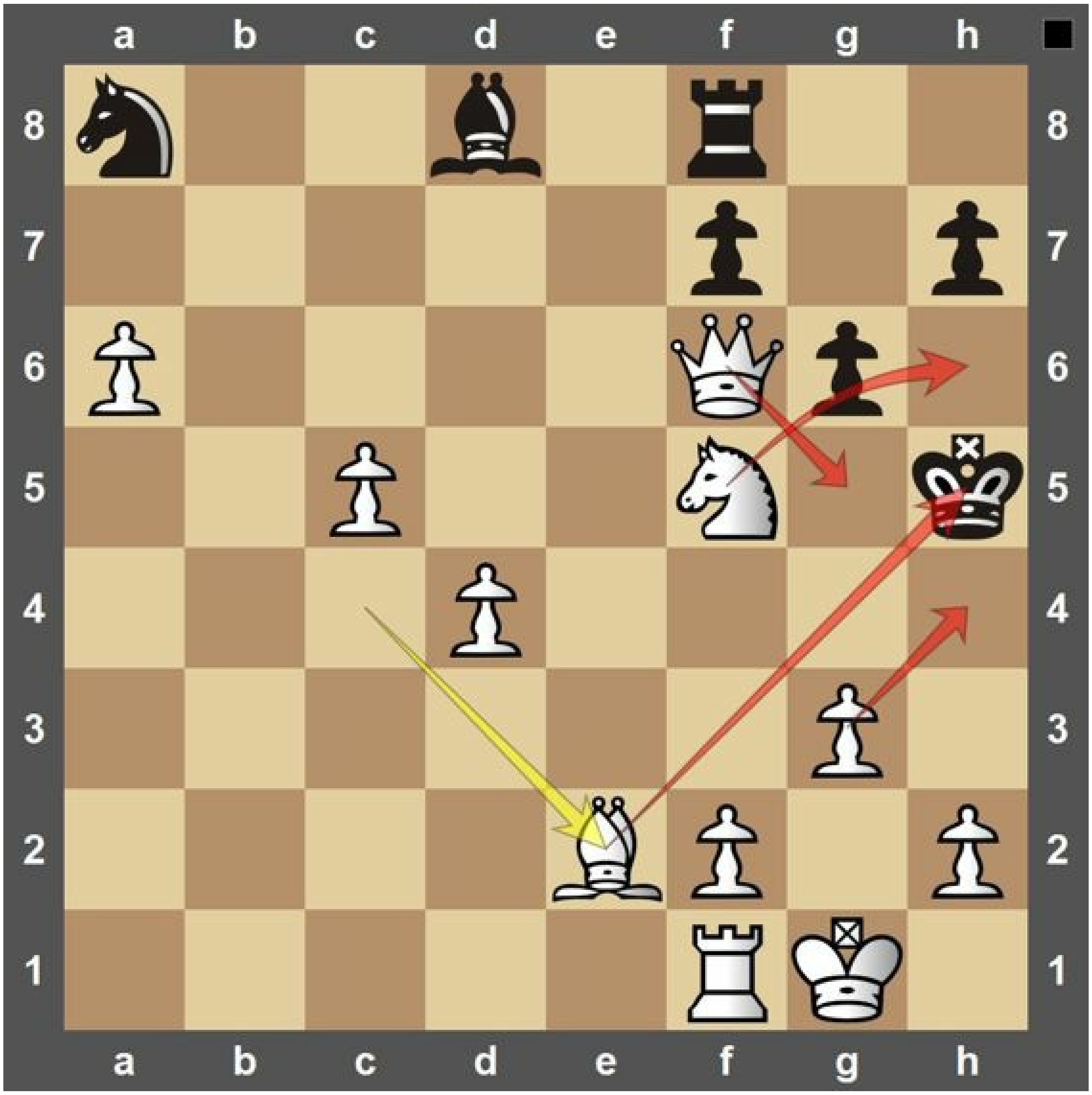
13: **1.Nf5+** Kh5 2.Be2#

The g6-pawn is pinned.



13: **1.Nf5+ Kh5** 2.Be2#

Why is 2.Qh4 not checkmate?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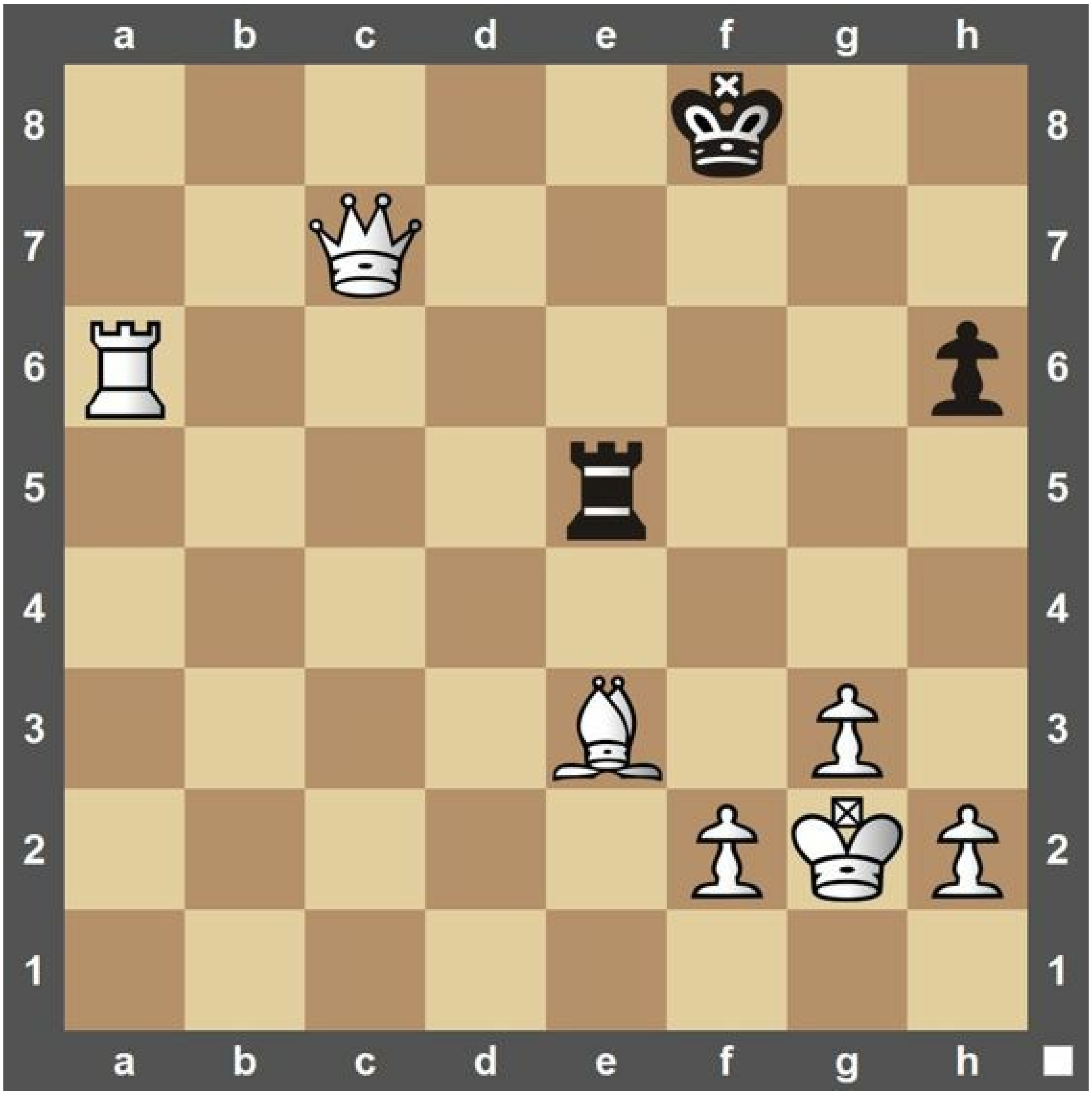
13: **1.Nf5+ Kh5 2.Be2#**

2.Qh4 is not checkmate because of the d8-bishop.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14: White to move.

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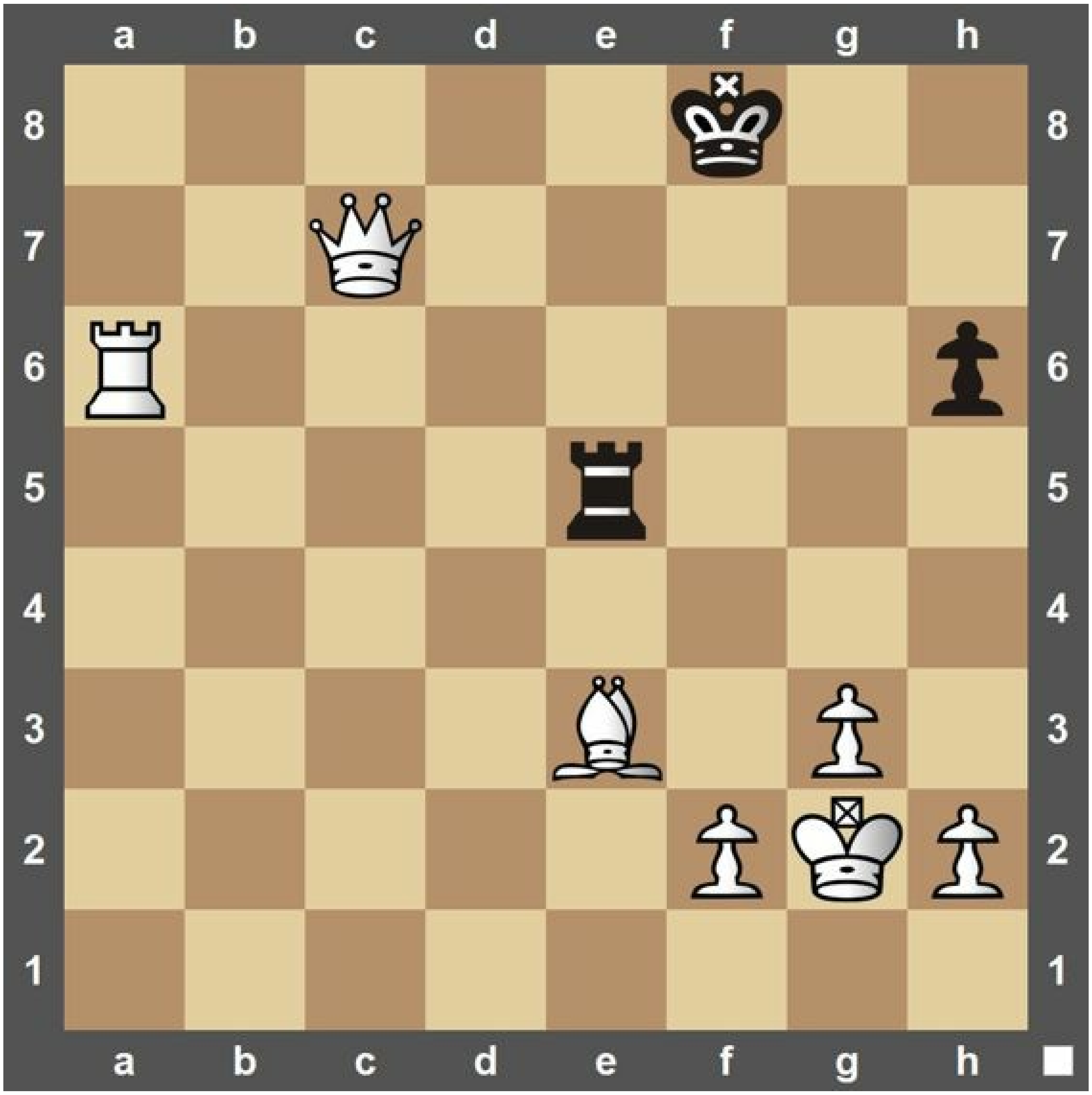
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14: 1.Bxh6+ Ke8 [1...Kg8 2.Qg7#] 2.Ra8#

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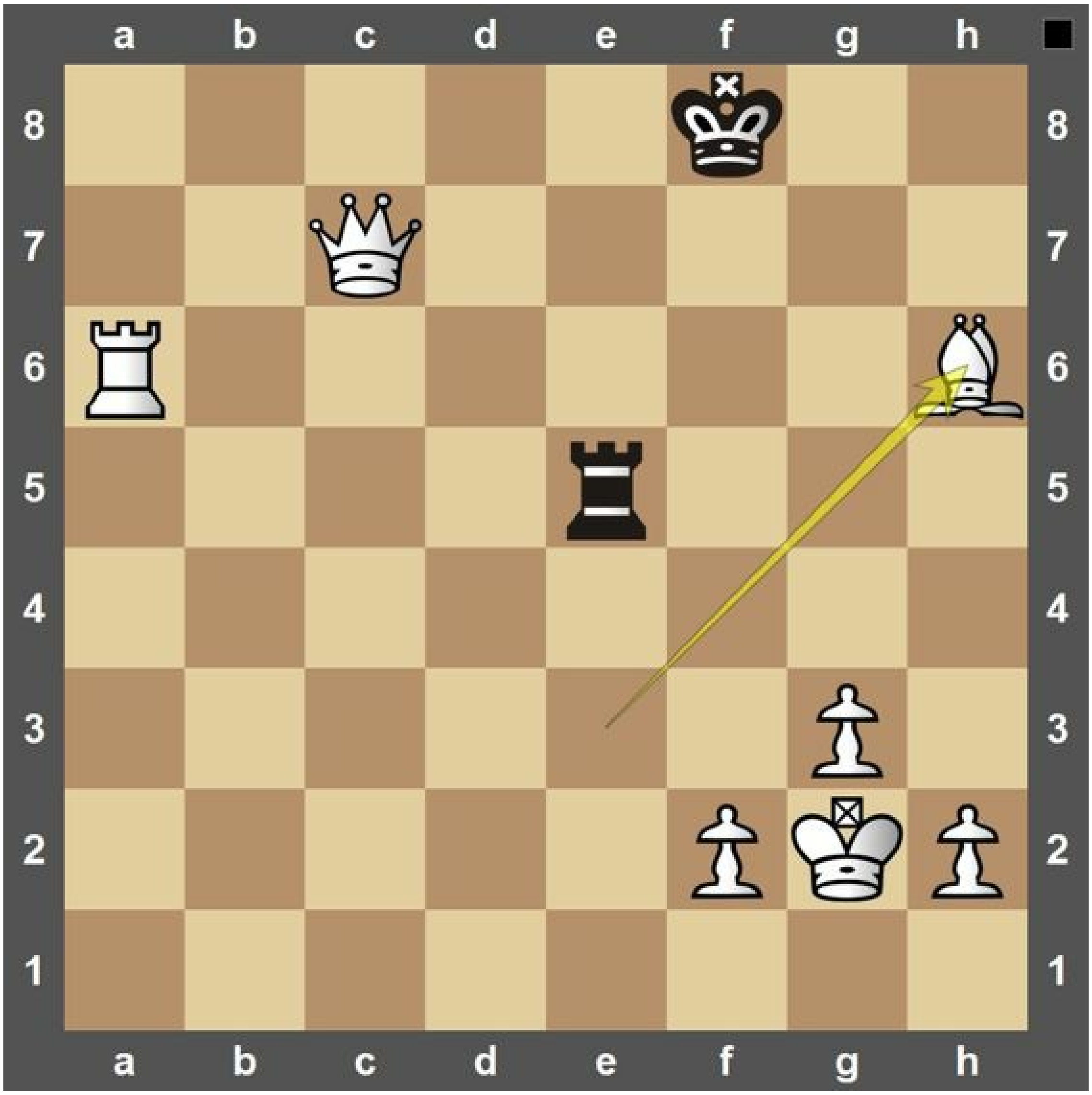
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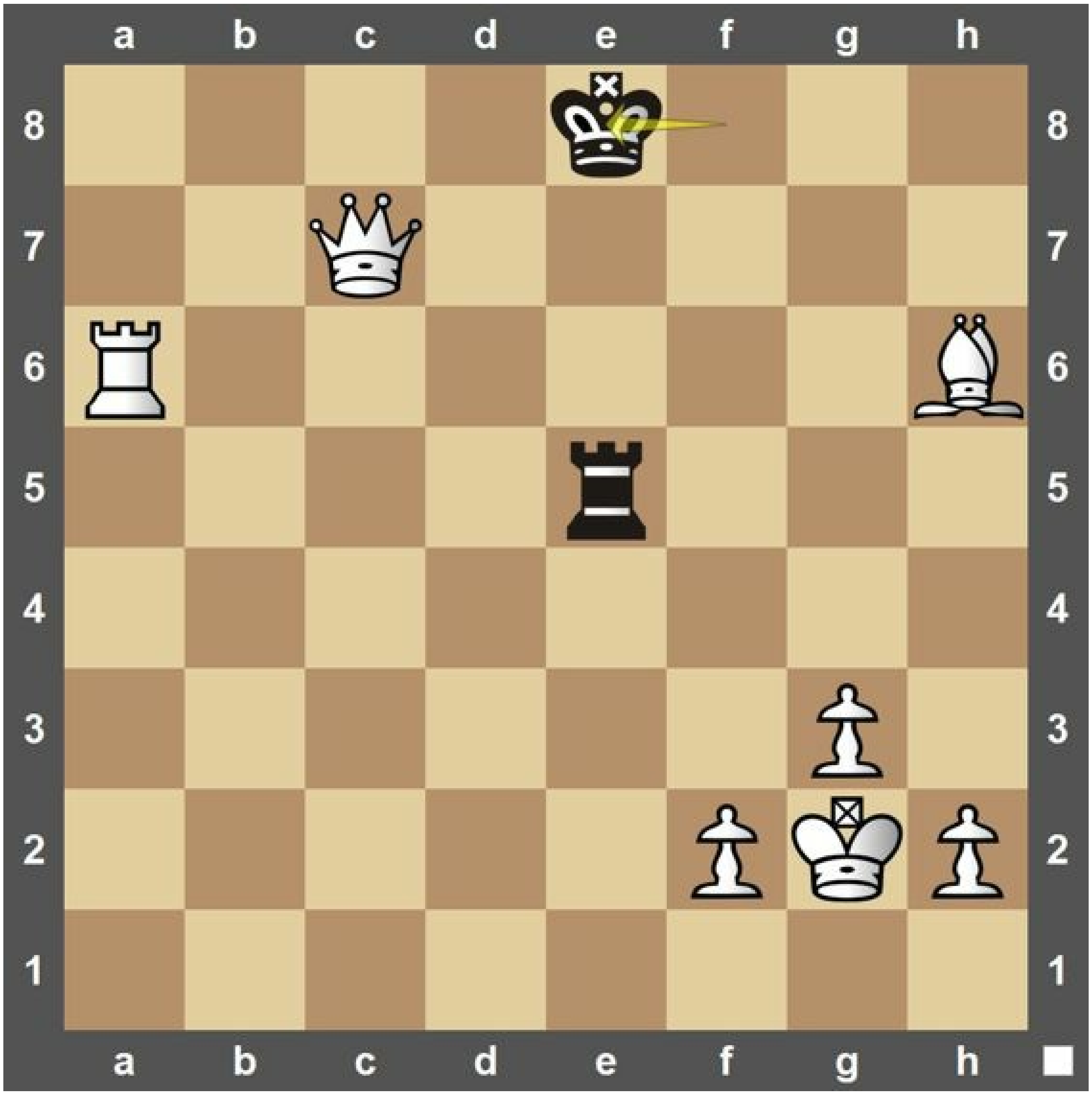
14: **1.Bxh6+** Ke8 [1...Kg8 2.Qg7#] 2.Ra8#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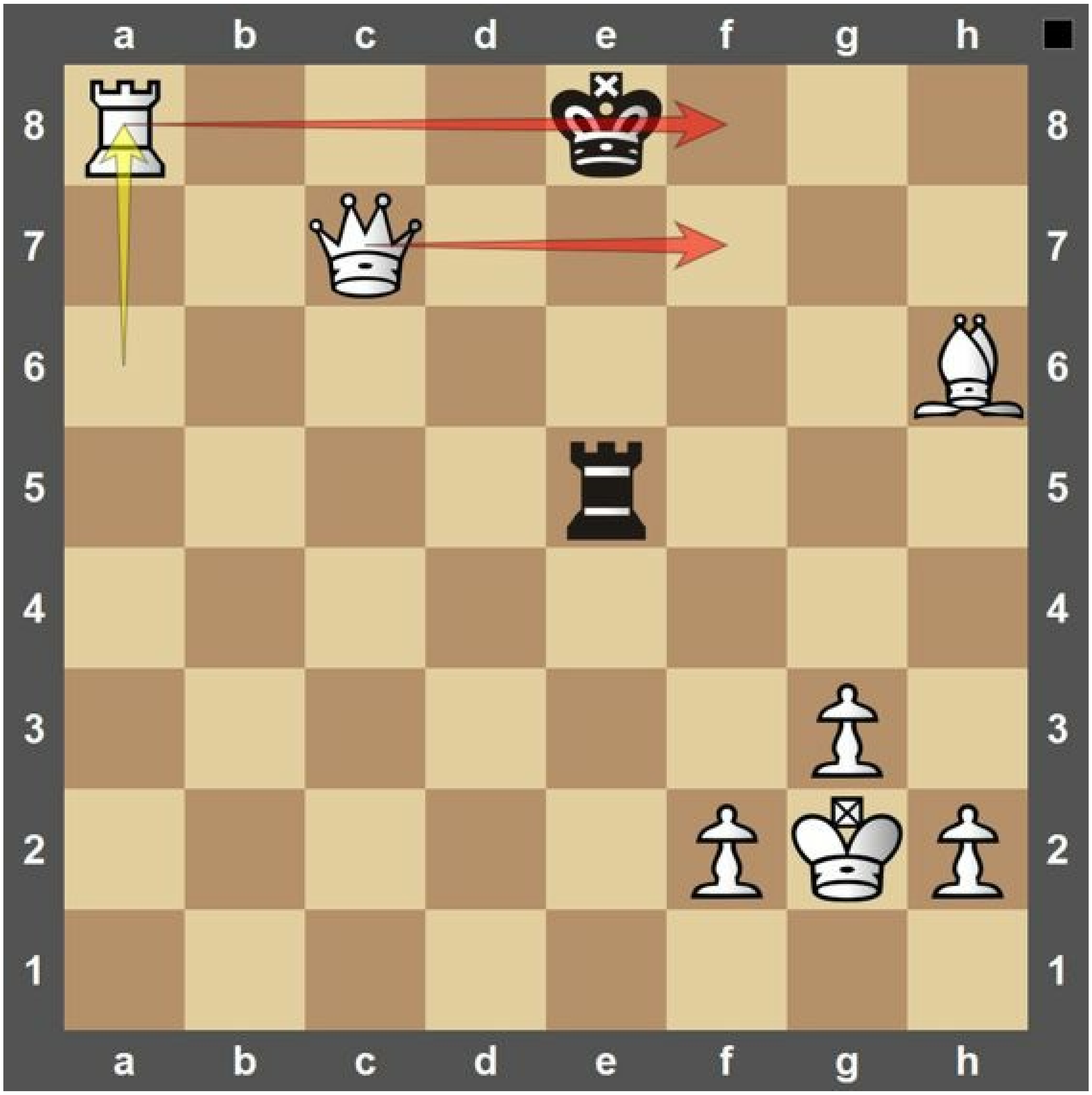
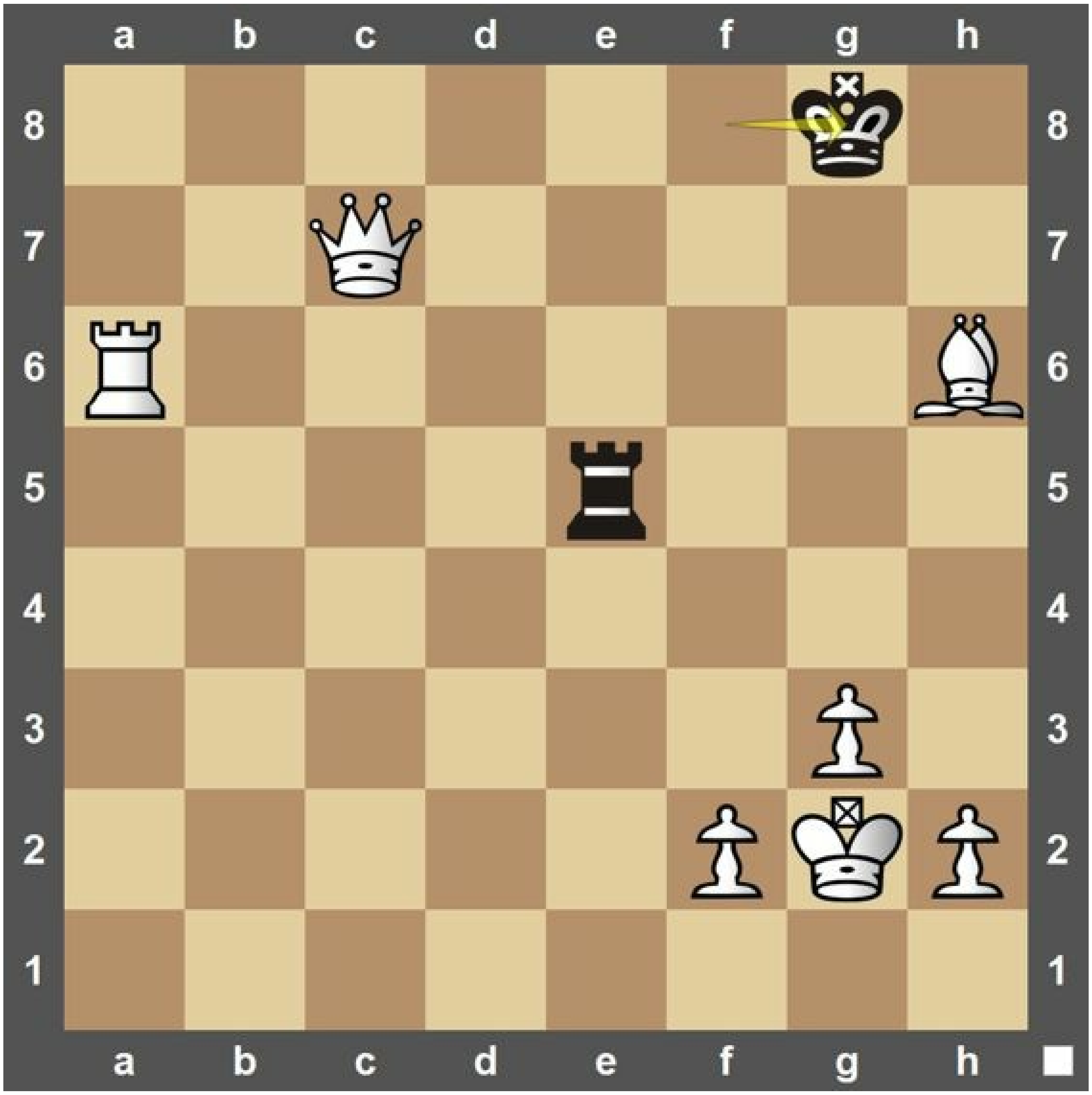
14: **1.Bxh6+ Ke8** [1...Kg8 2.Qg7#] 2.Ra8#



14: **1.Bxh6+ Ke8** [1...Kg8 2.Qg7#] **2.Ra8#**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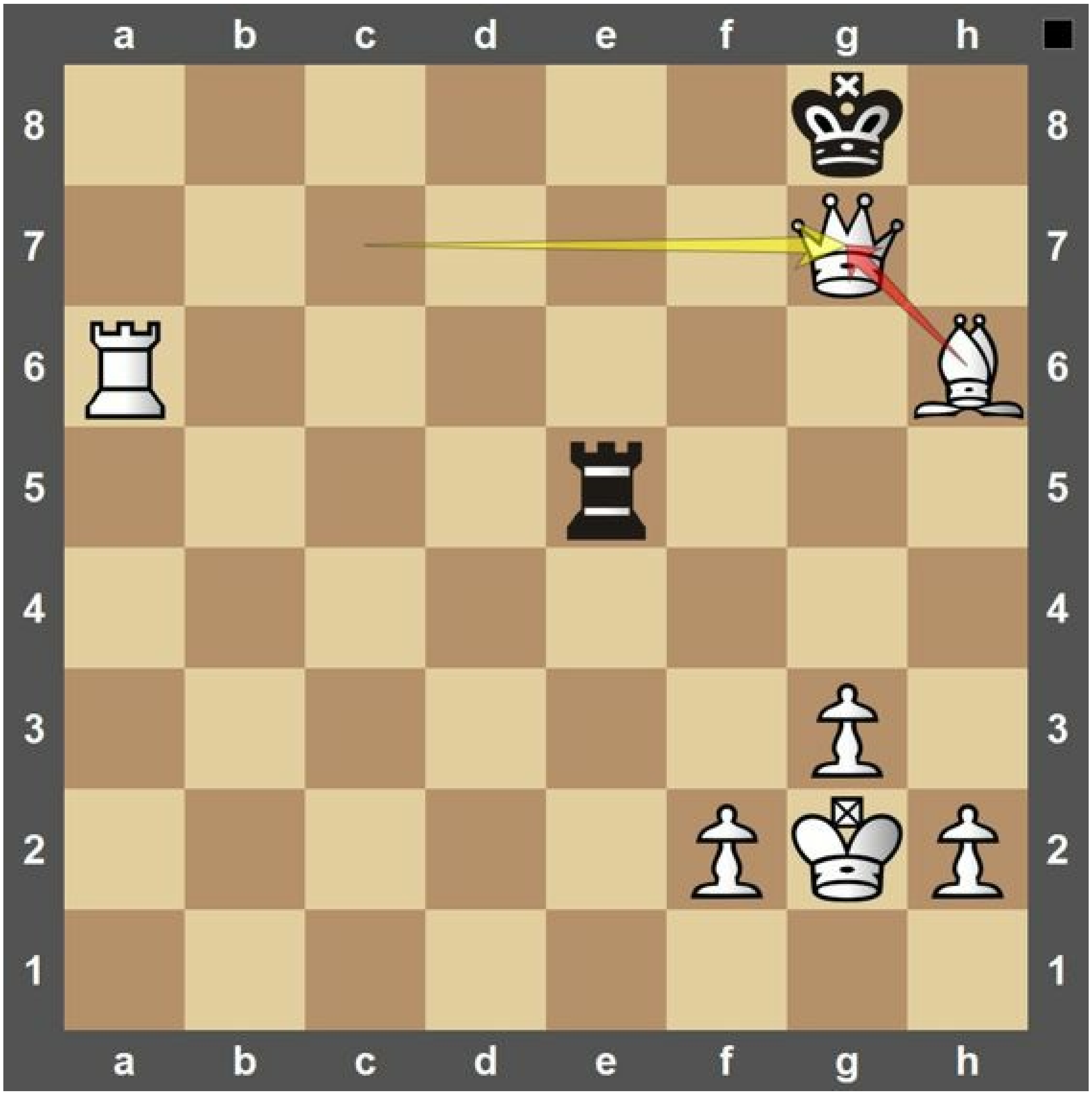
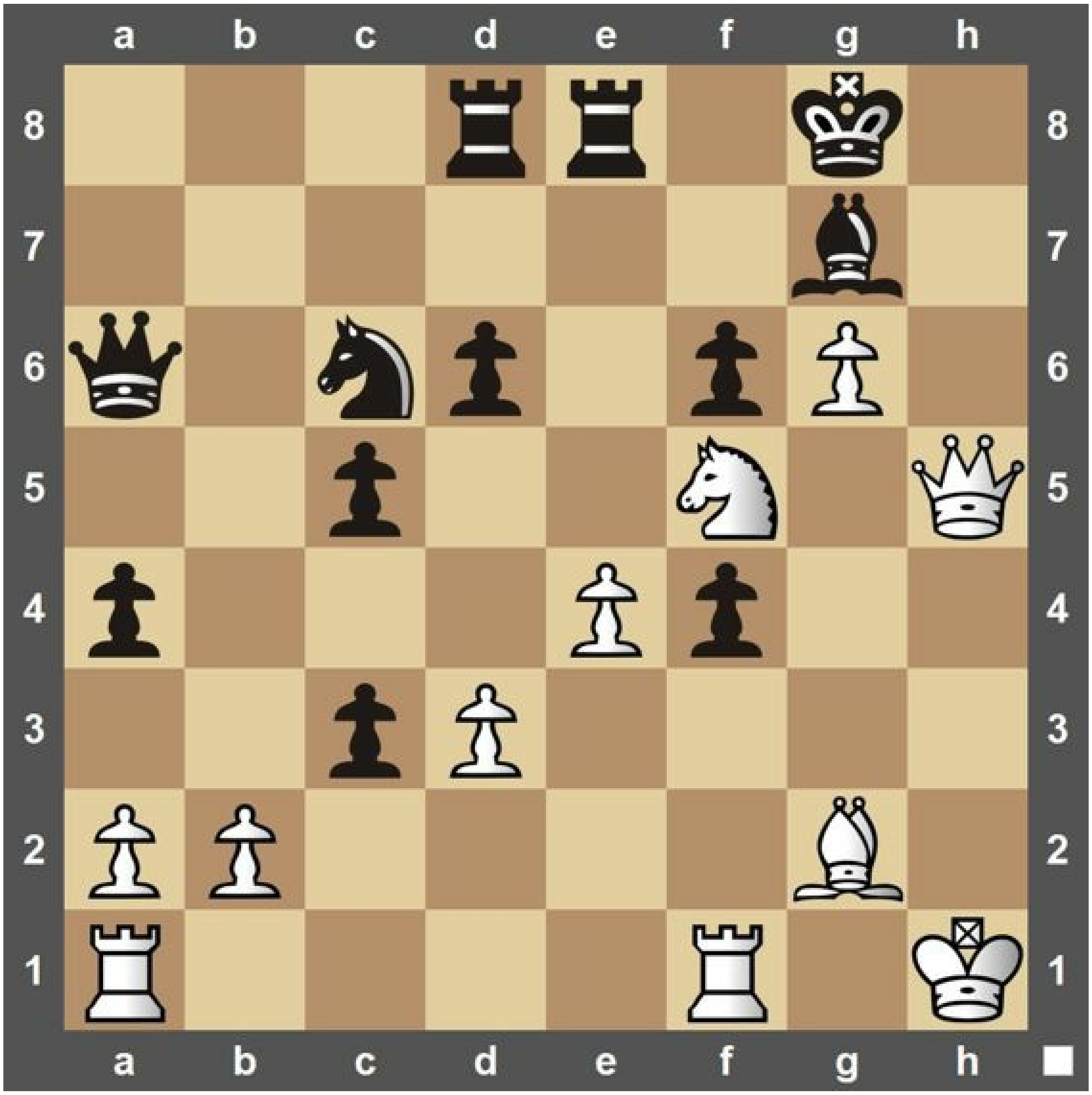
14: **1.Bxh6+** Ke8 [**1...Kg8** 2.Qg7#] 2.Ra8#



14: **1.Bxh6+** Ke8 [**1...Kg8 2.Qg7#**] 2.Ra8#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15: White to move.

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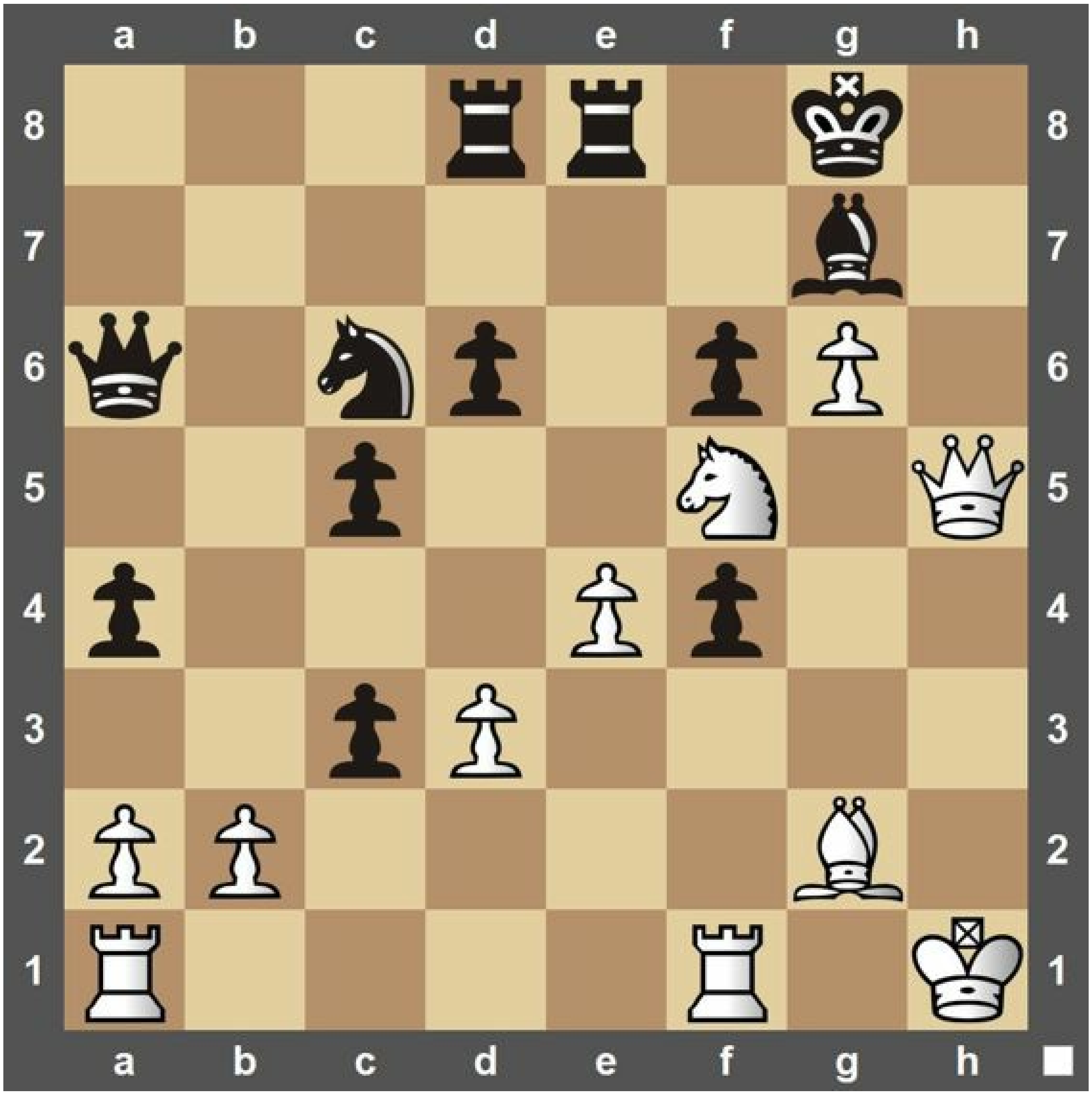

15: 1.Qh7+ Kf8 2.Qxg7#

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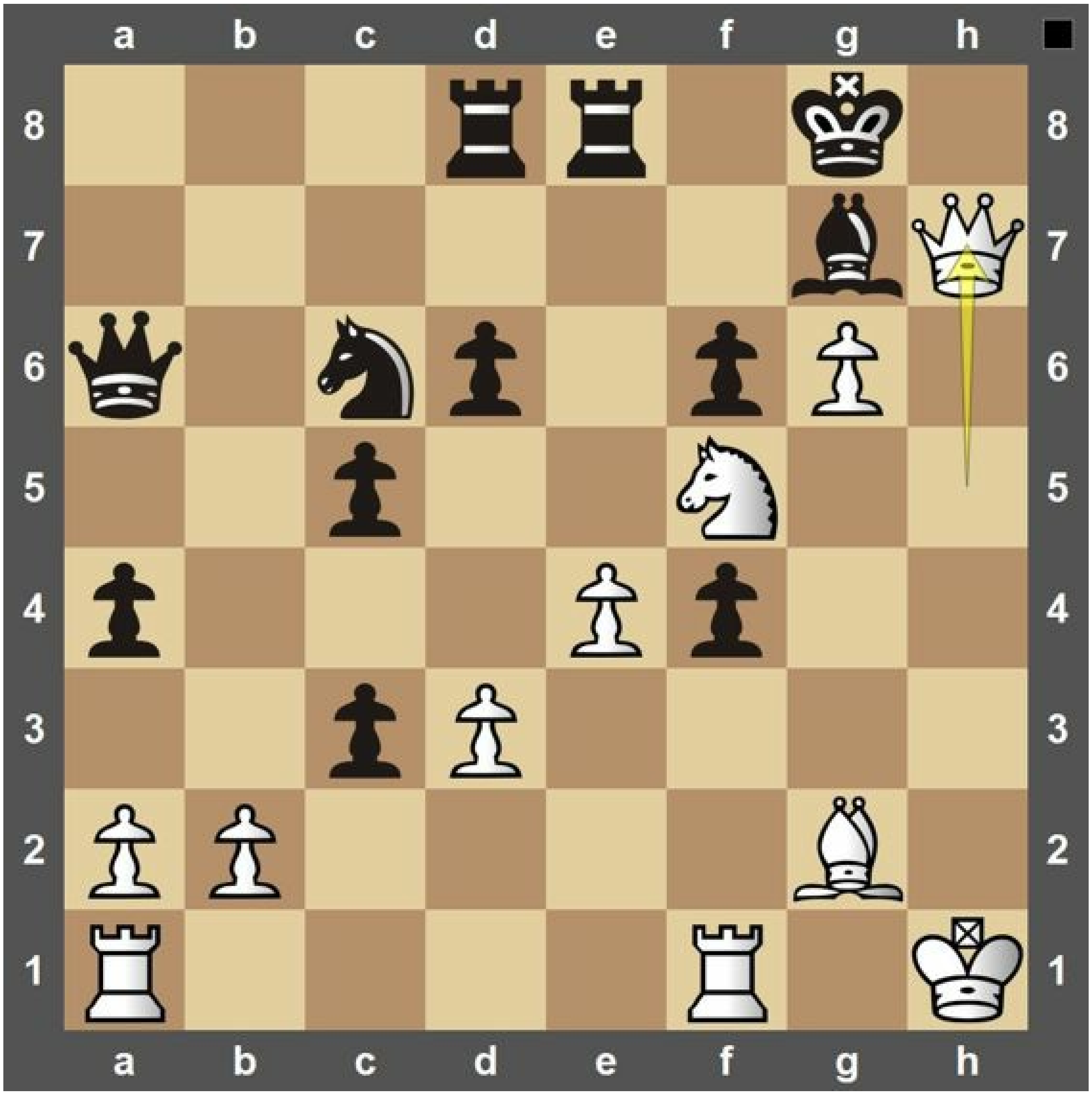
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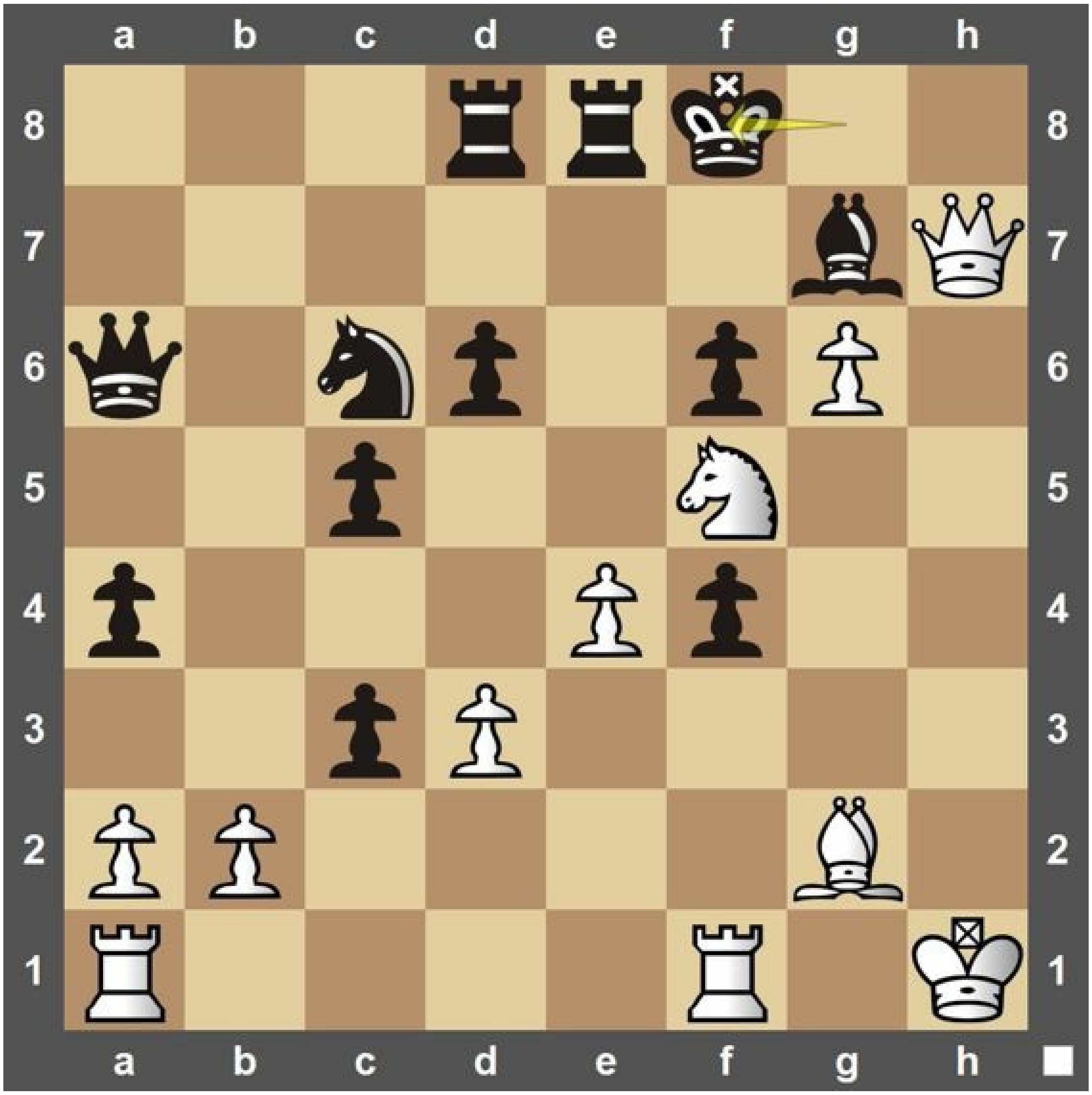
15: **1.Qh7+** Kf8 2.Qxg7#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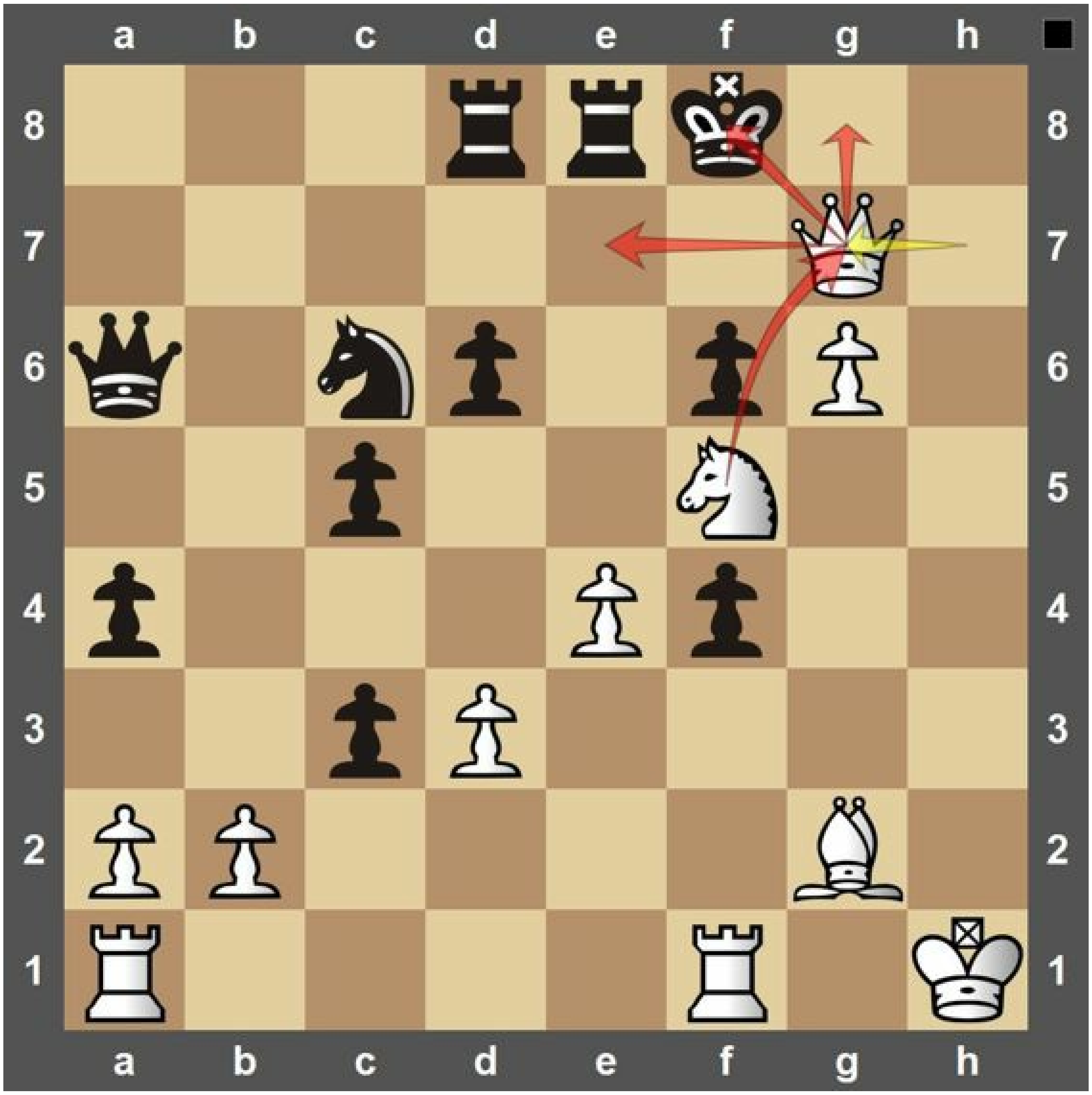
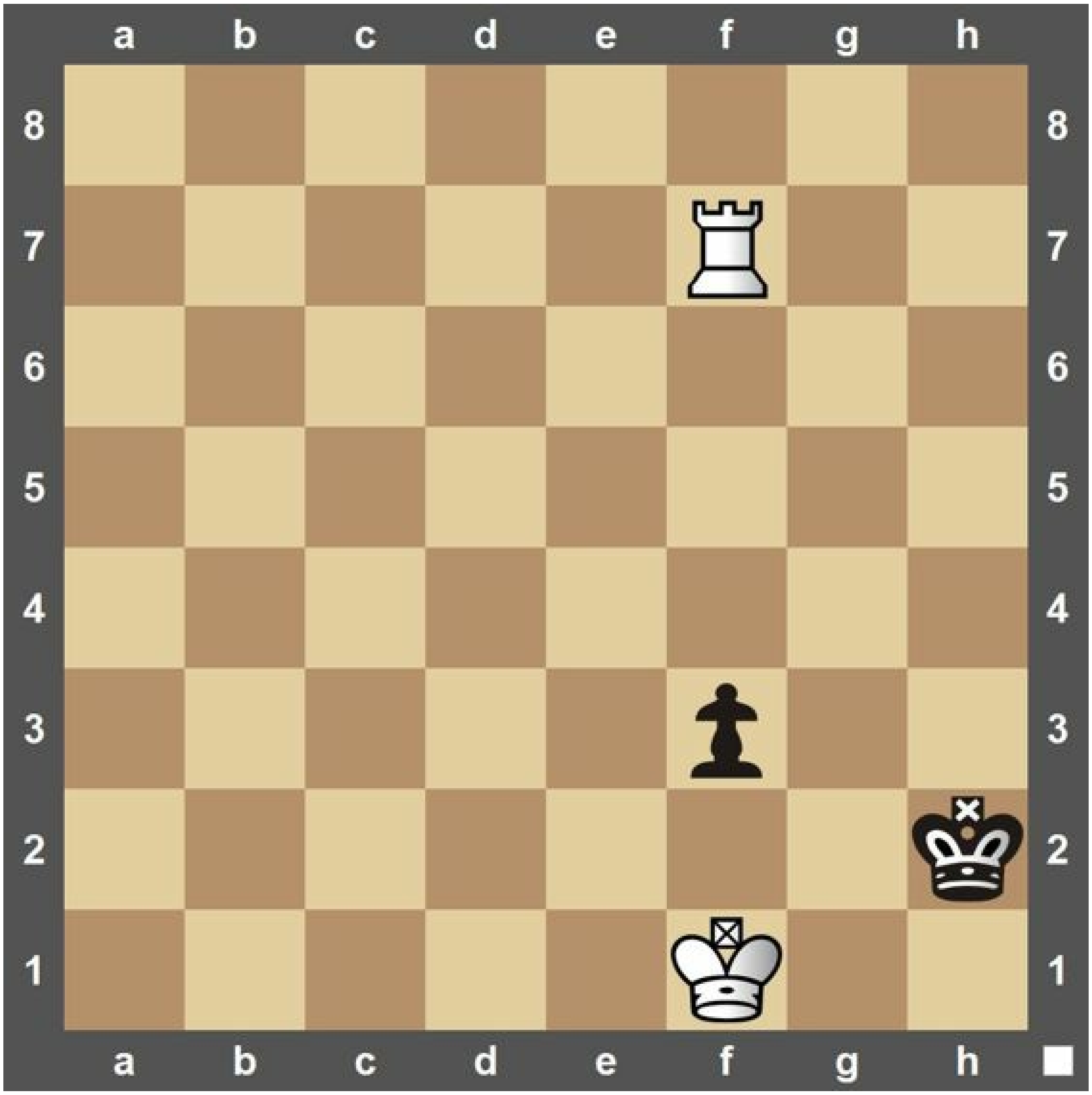
15: **1.Qh7+ Kf8** 2.Qxg7#



15: **1.Qh7+ Kf8 2.Qxg7#**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16: White to move.

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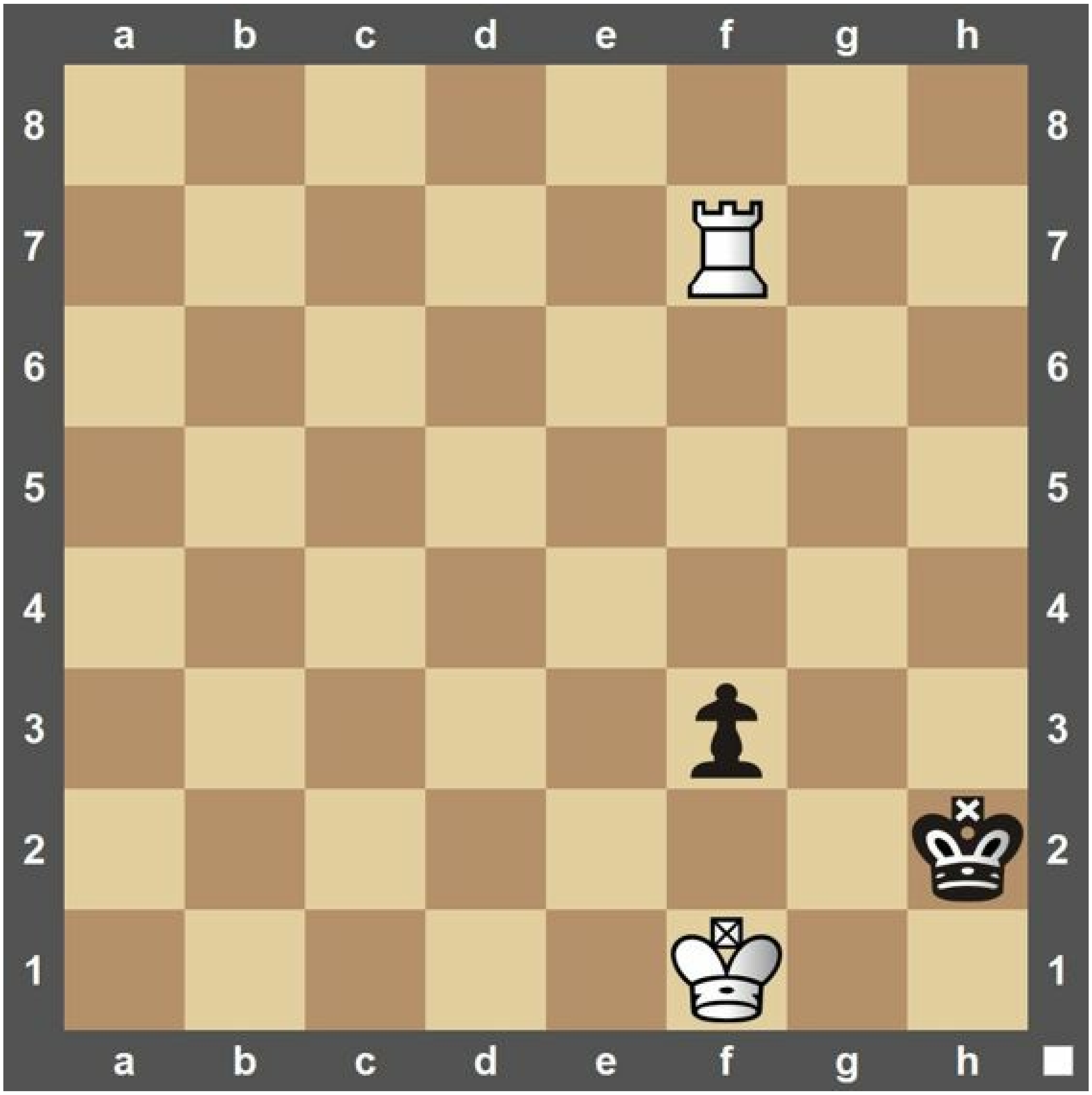
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16: 1.Rxf3 Kh1 2.Rh3#

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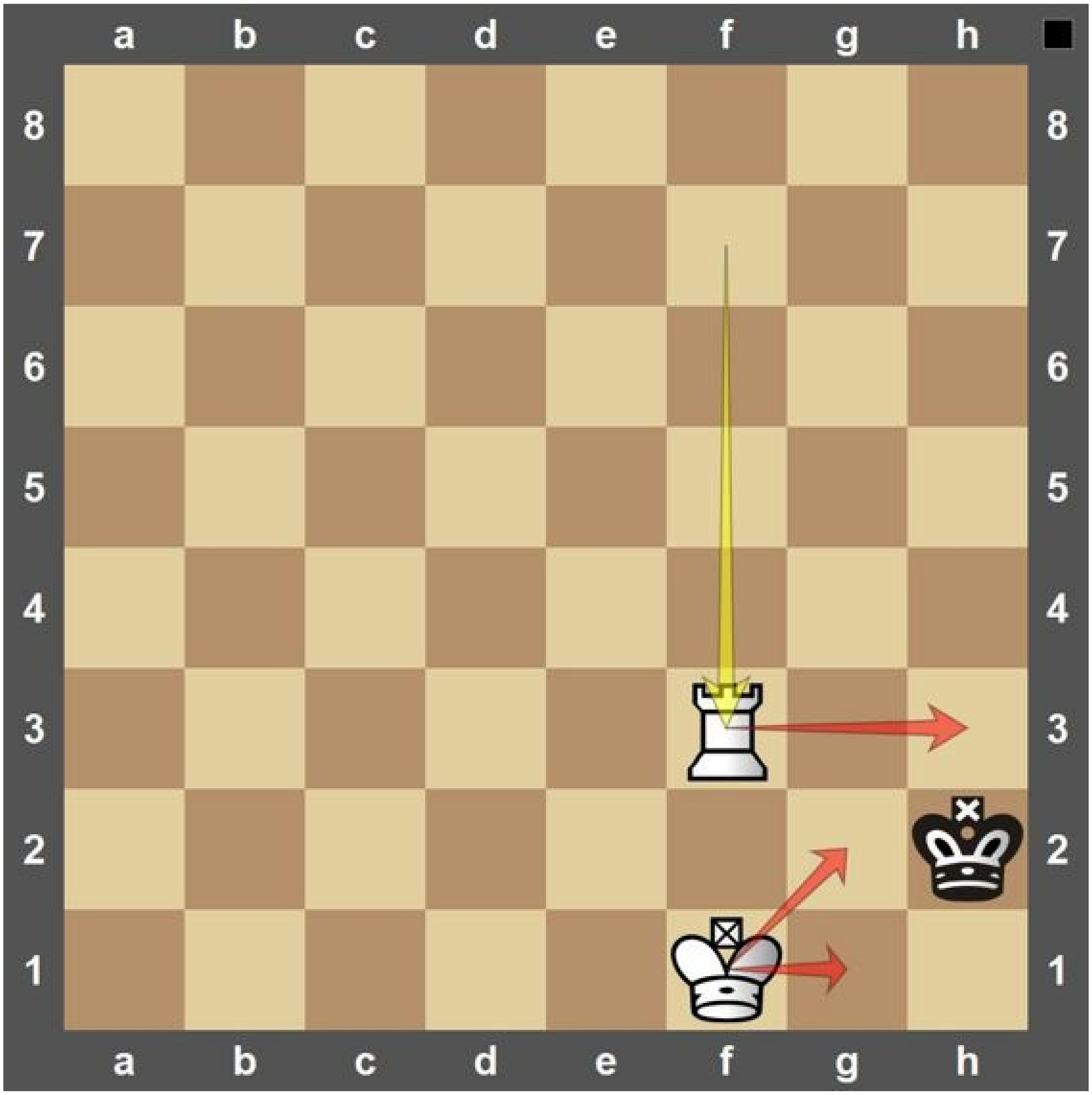
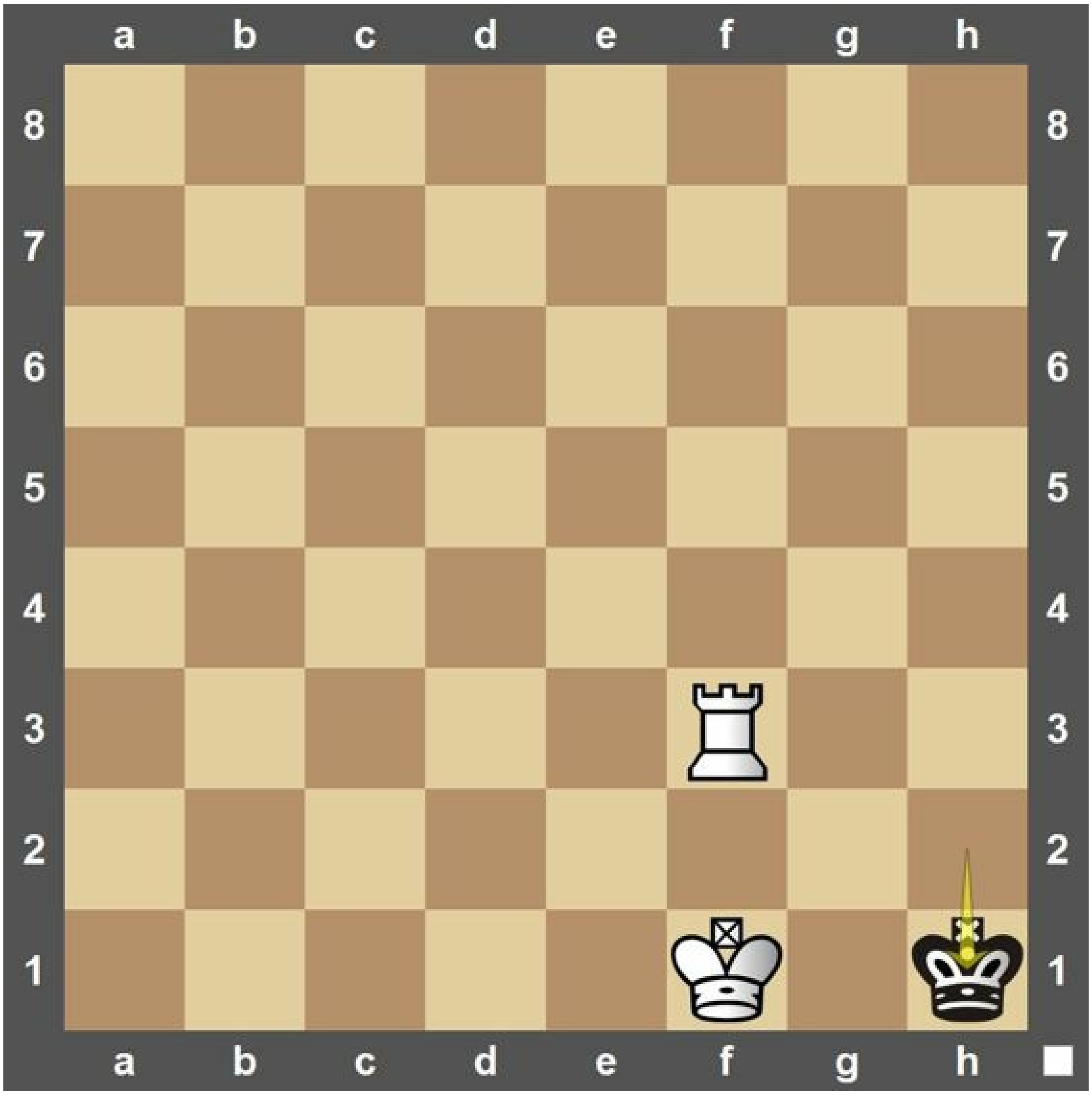


16: **1.Rxf3** Kh1 2.Rh3#

We take advantage of the fact that Black must move.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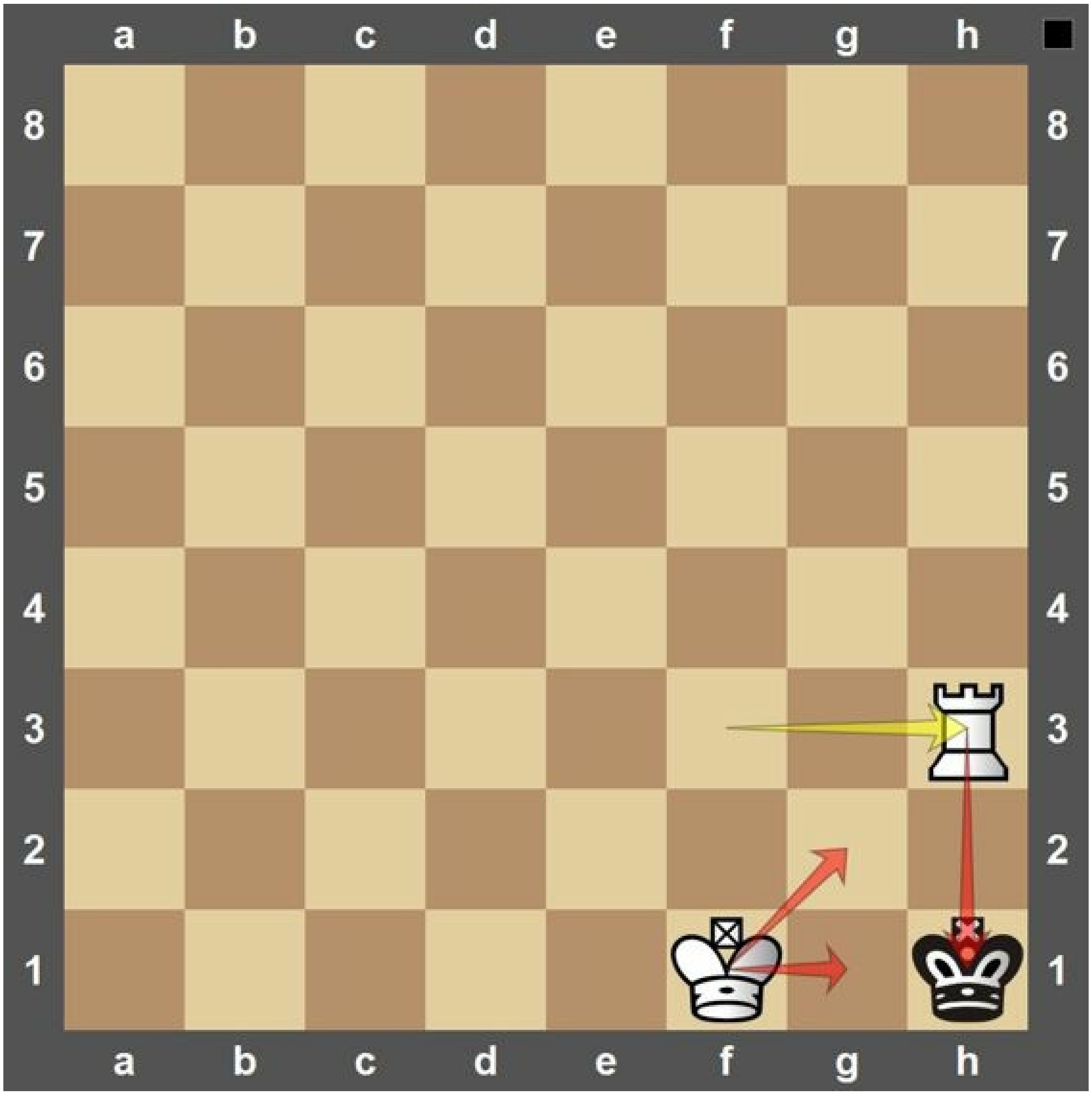
16: **1.Rxf3 Kh1** 2.Rh3#

Do not move the rook to the f2-square - that would be a stalemate.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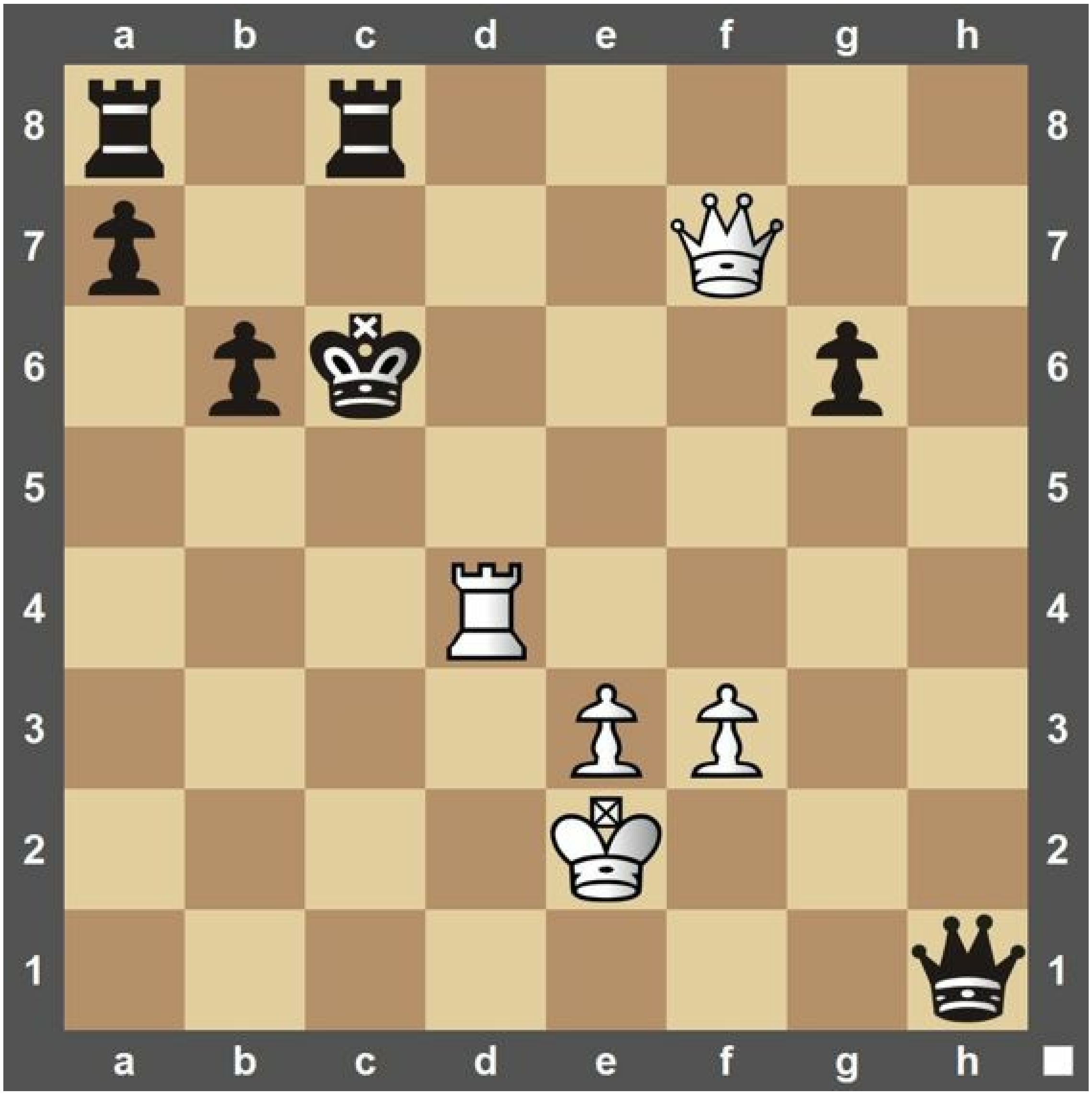
16: **1.Rxf3 Kh1 2.Rh3#**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17: White to move.

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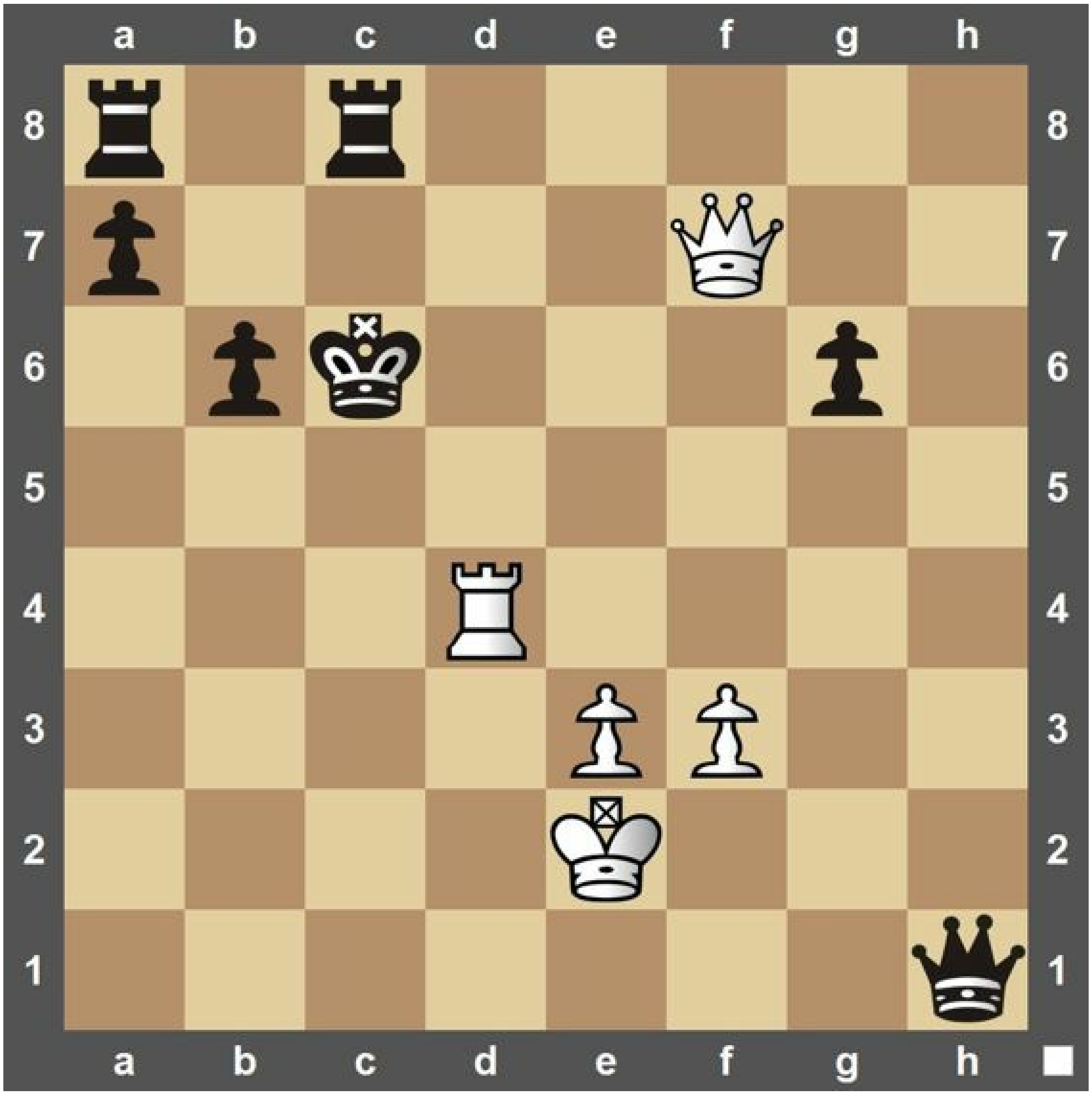
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17: 1.Qd7+ Kc5 2.Qd5#

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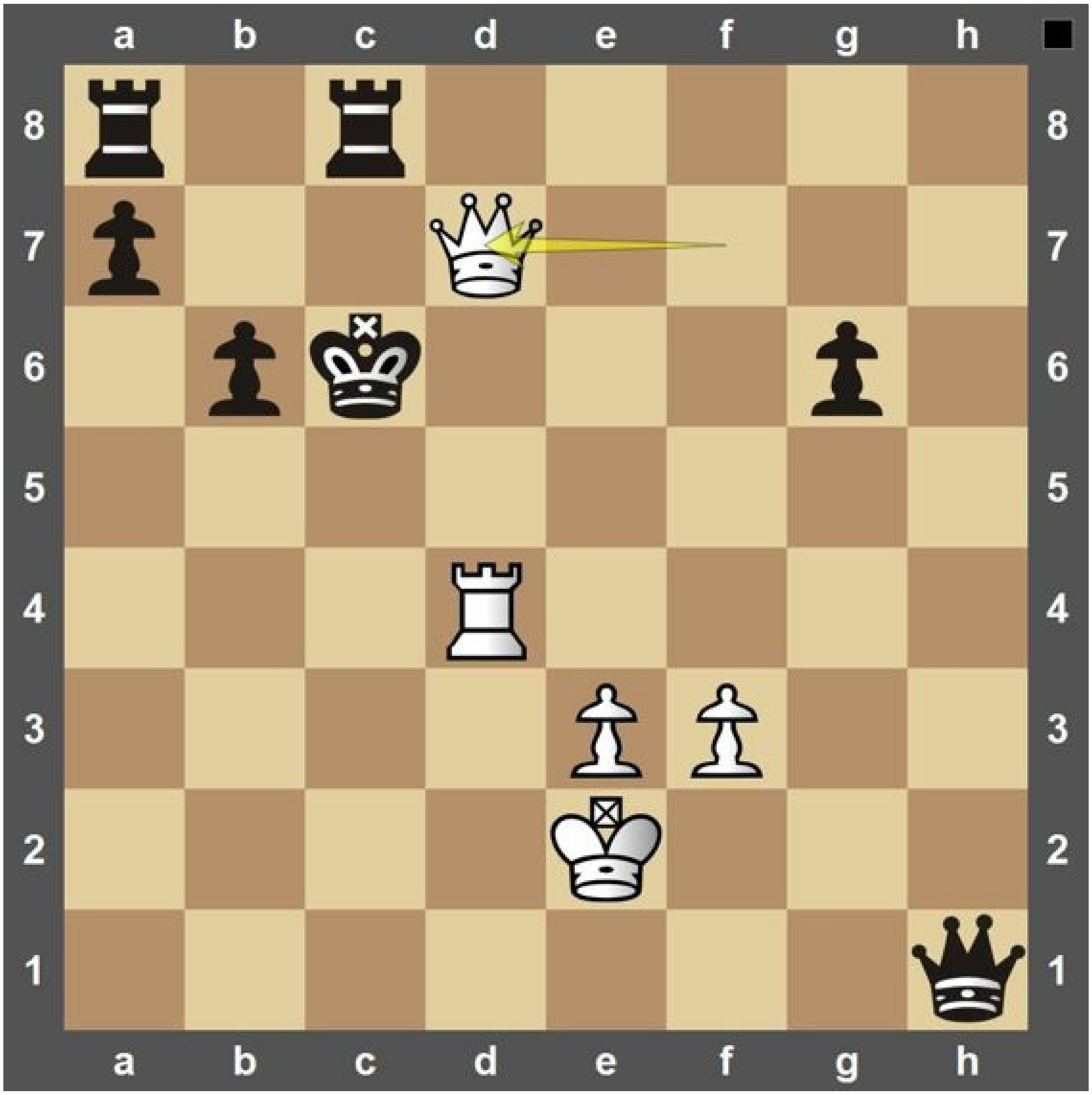
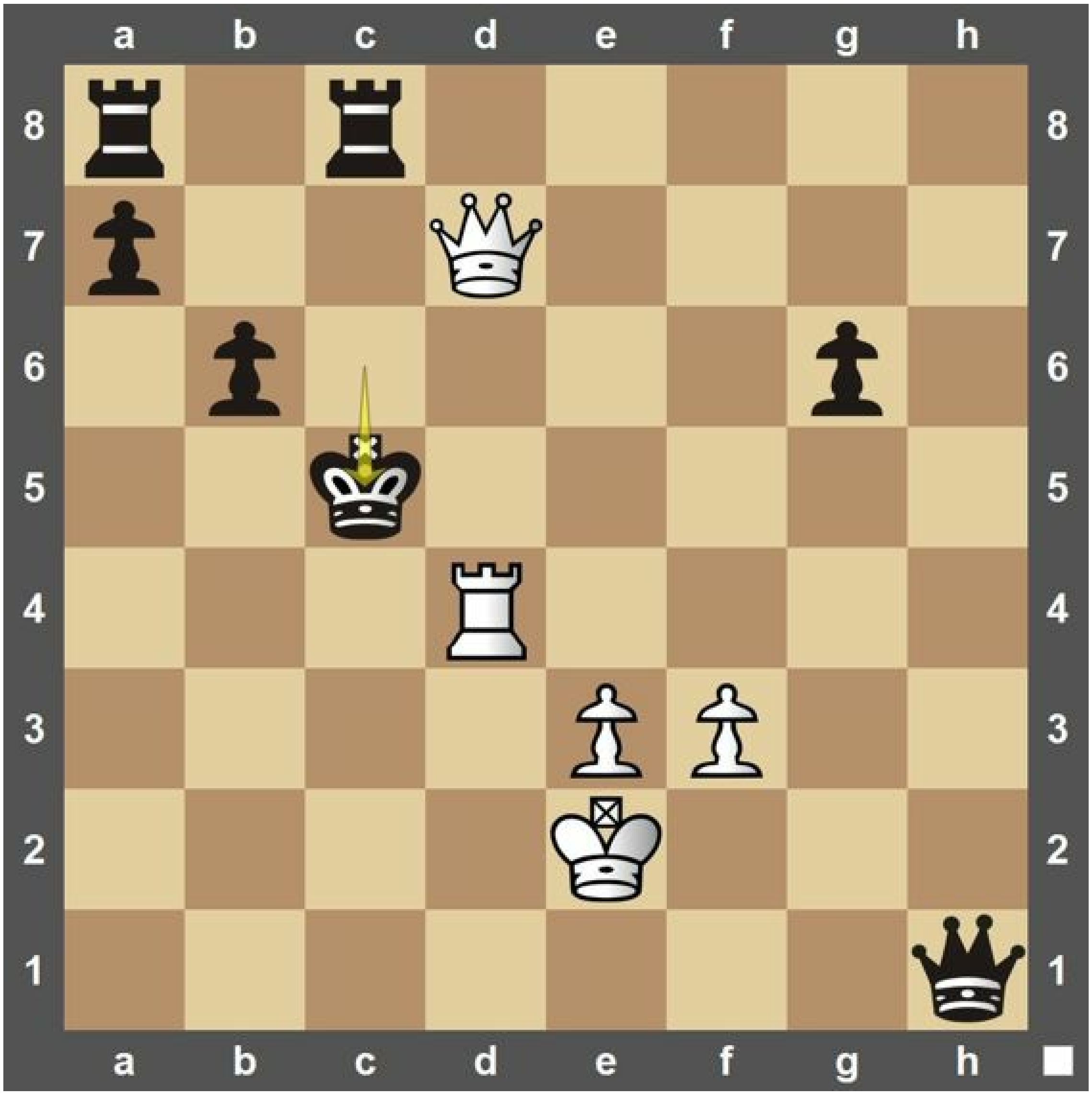


17: **1.Qd7+** Kc5 2.Qd5#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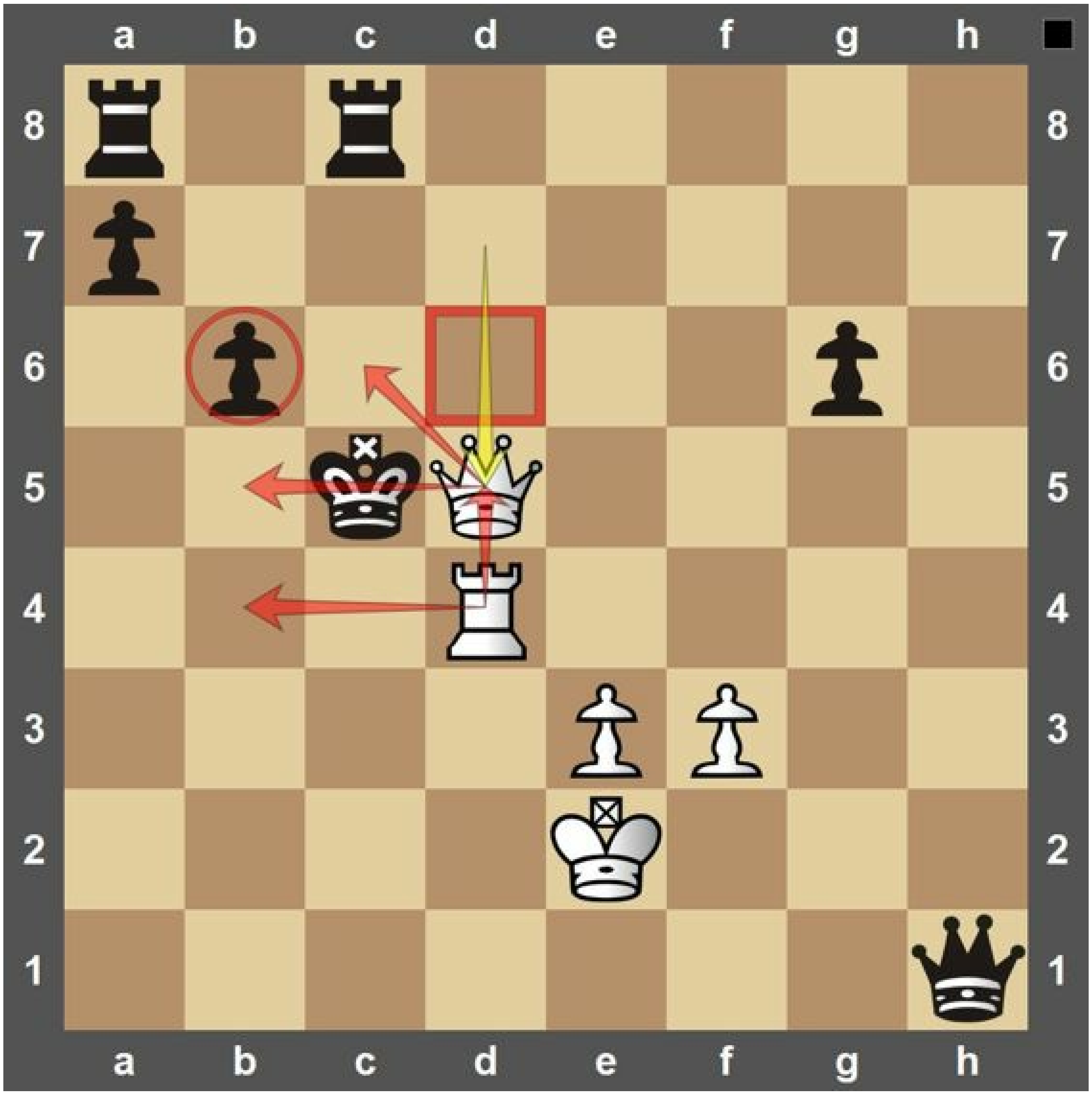
17: **1.Qd7+ Kc5** 2.Qd5#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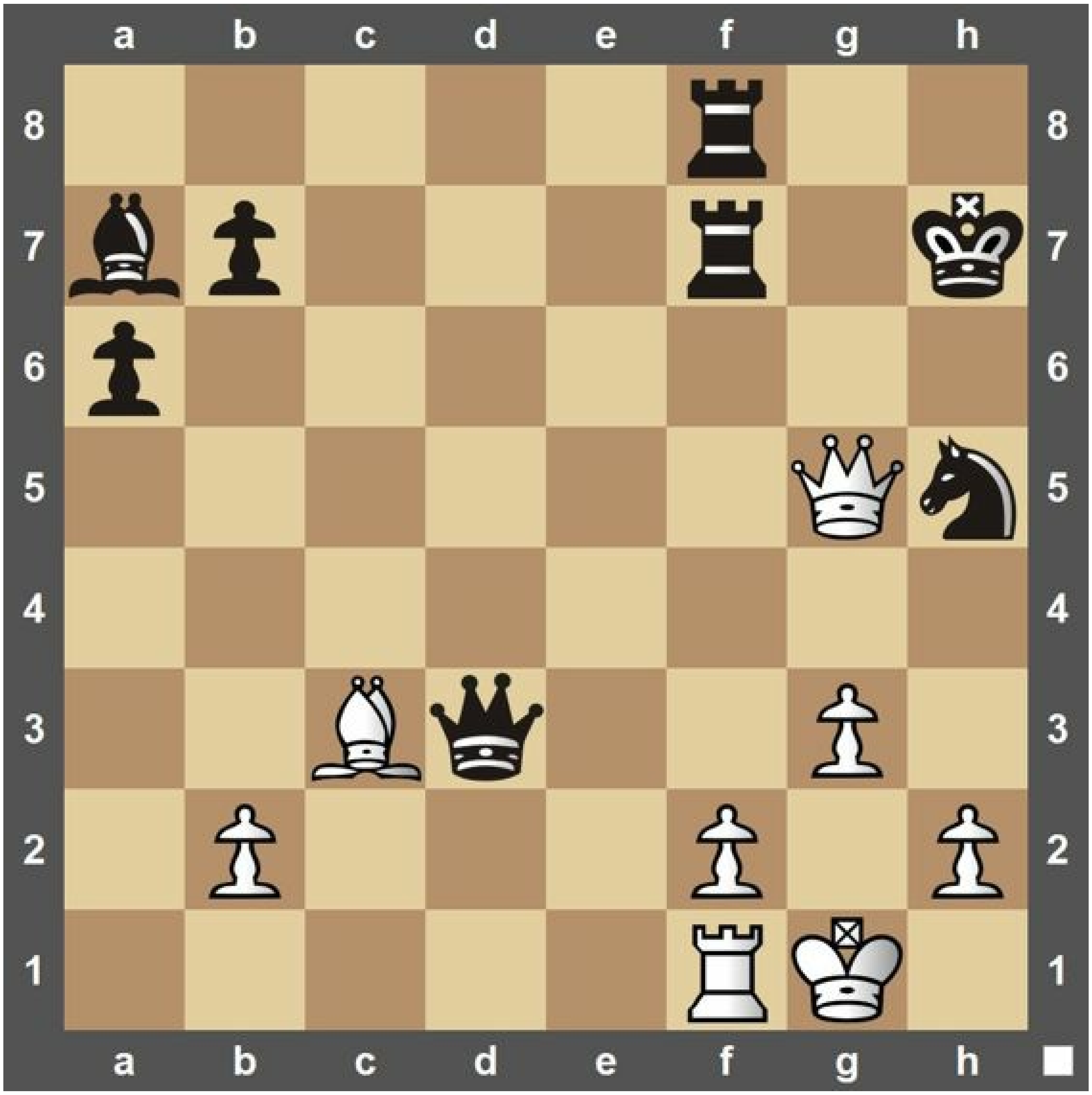
17: **1.Qd7+ Kc5 2.Qd5#**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18: White to move.

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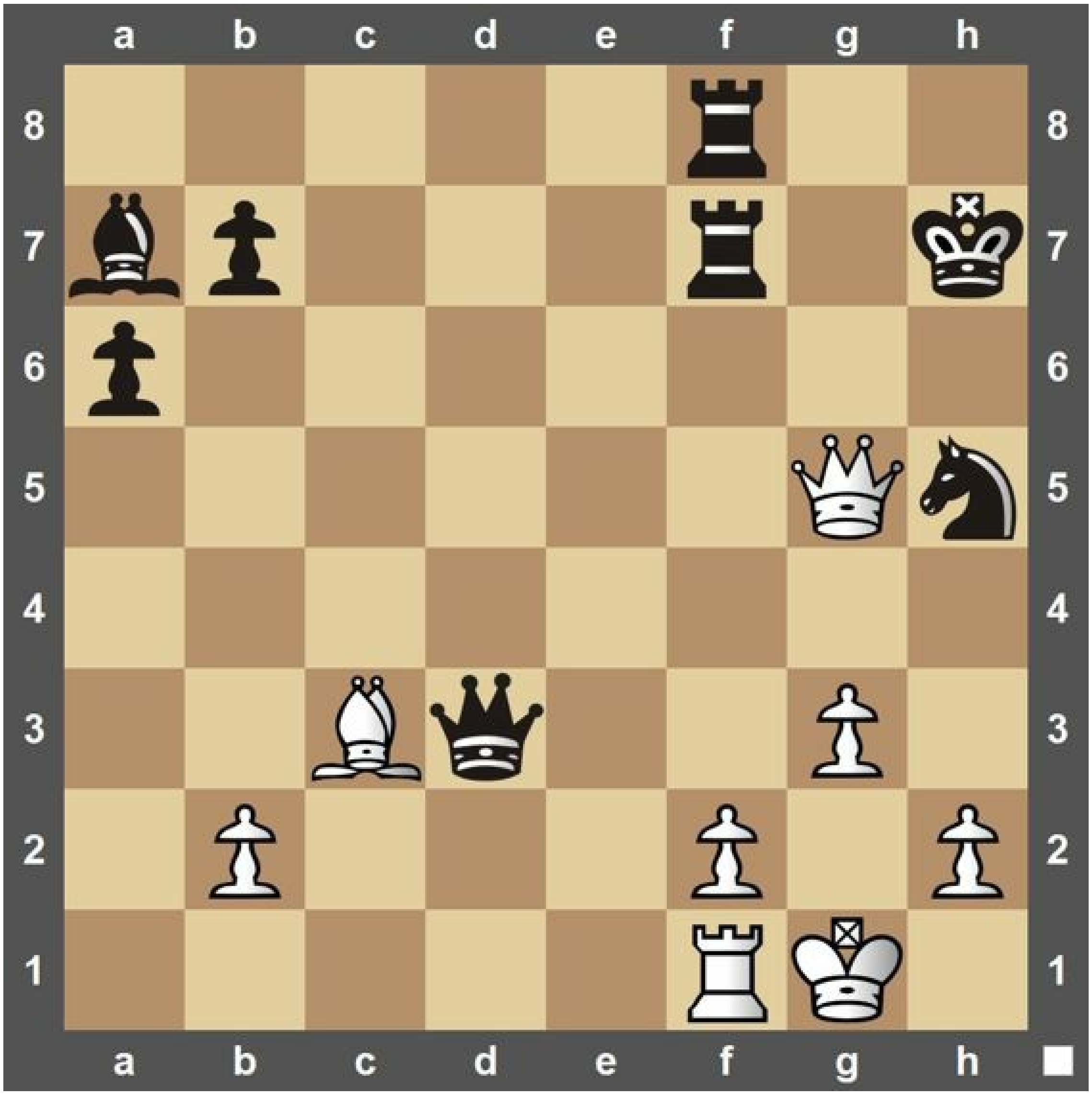

18: 1.Qxh5+ Kg8 2.Qh8#

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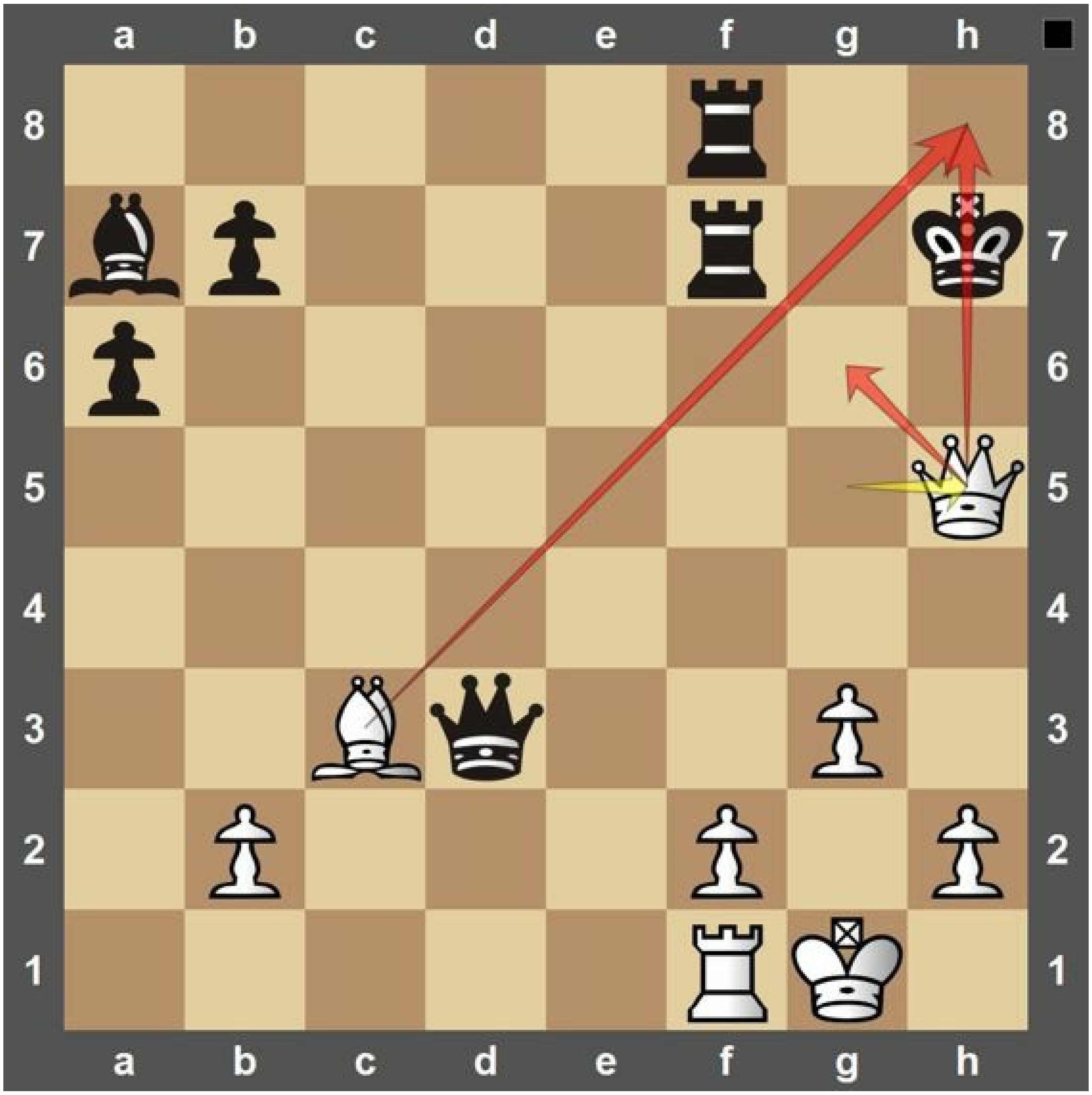
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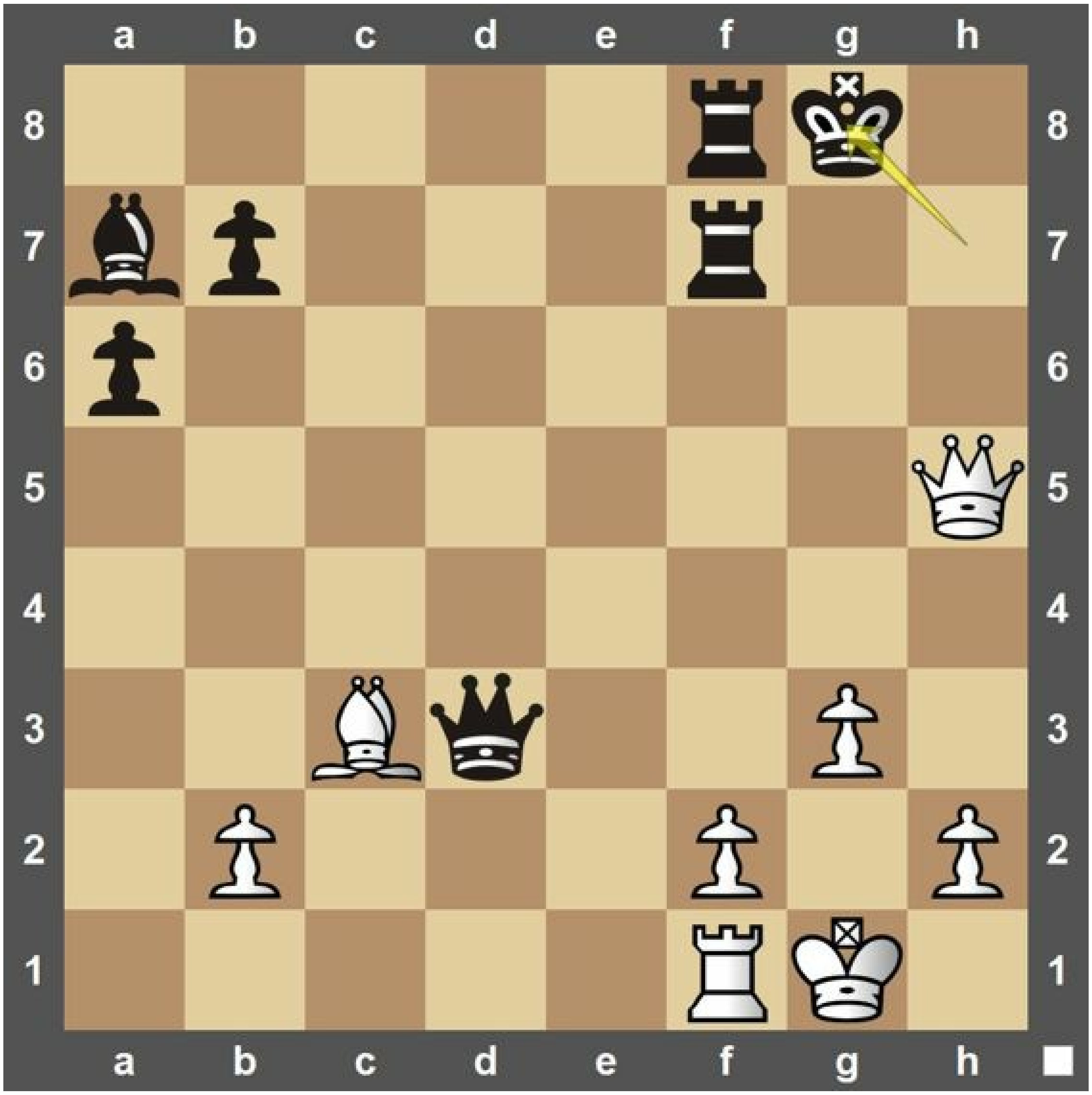
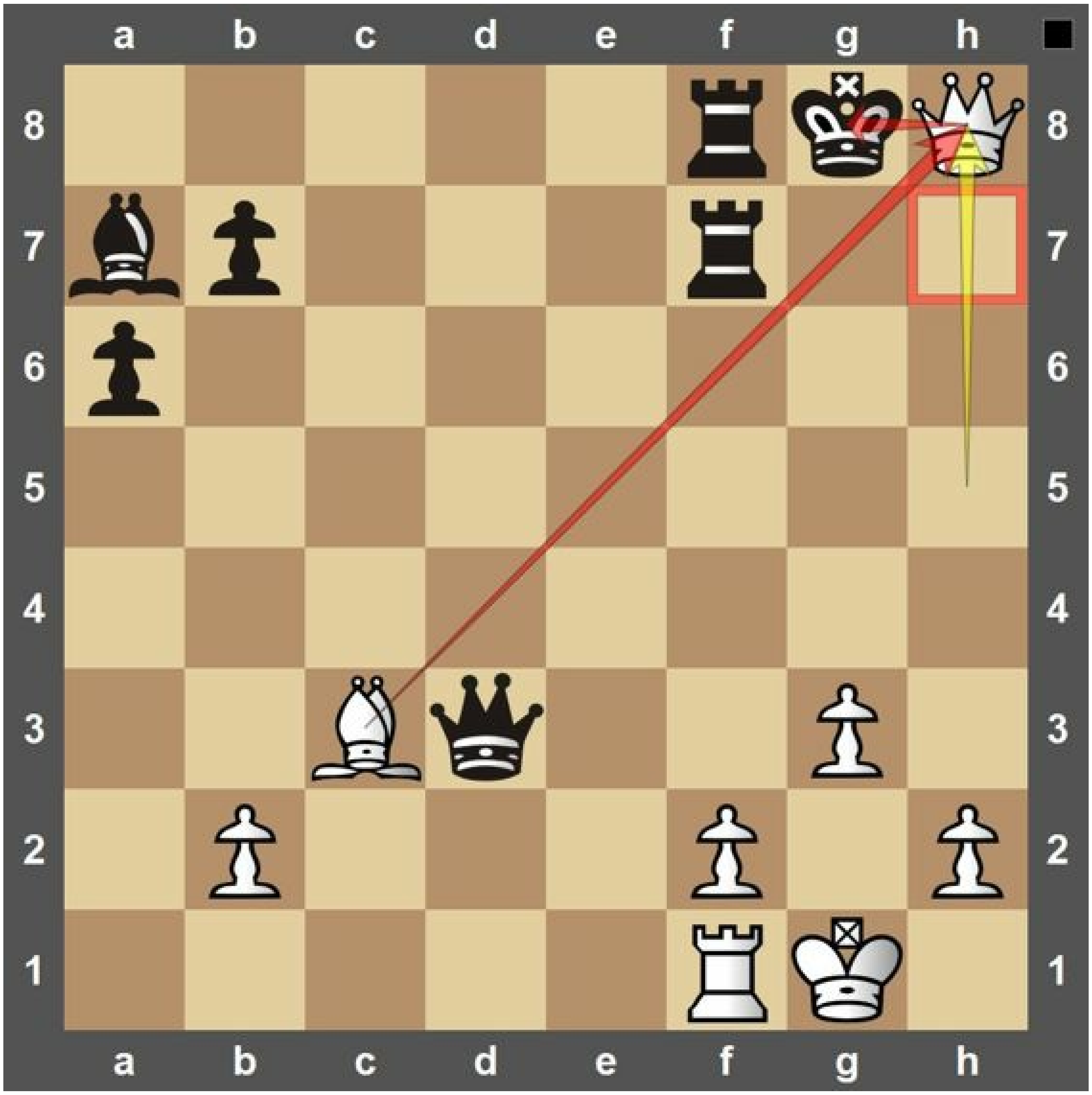
18: **1.Qxh5+** Kg8 2.Qh8#



18: **1.Qxh5+ Kg8** 2.Qh8#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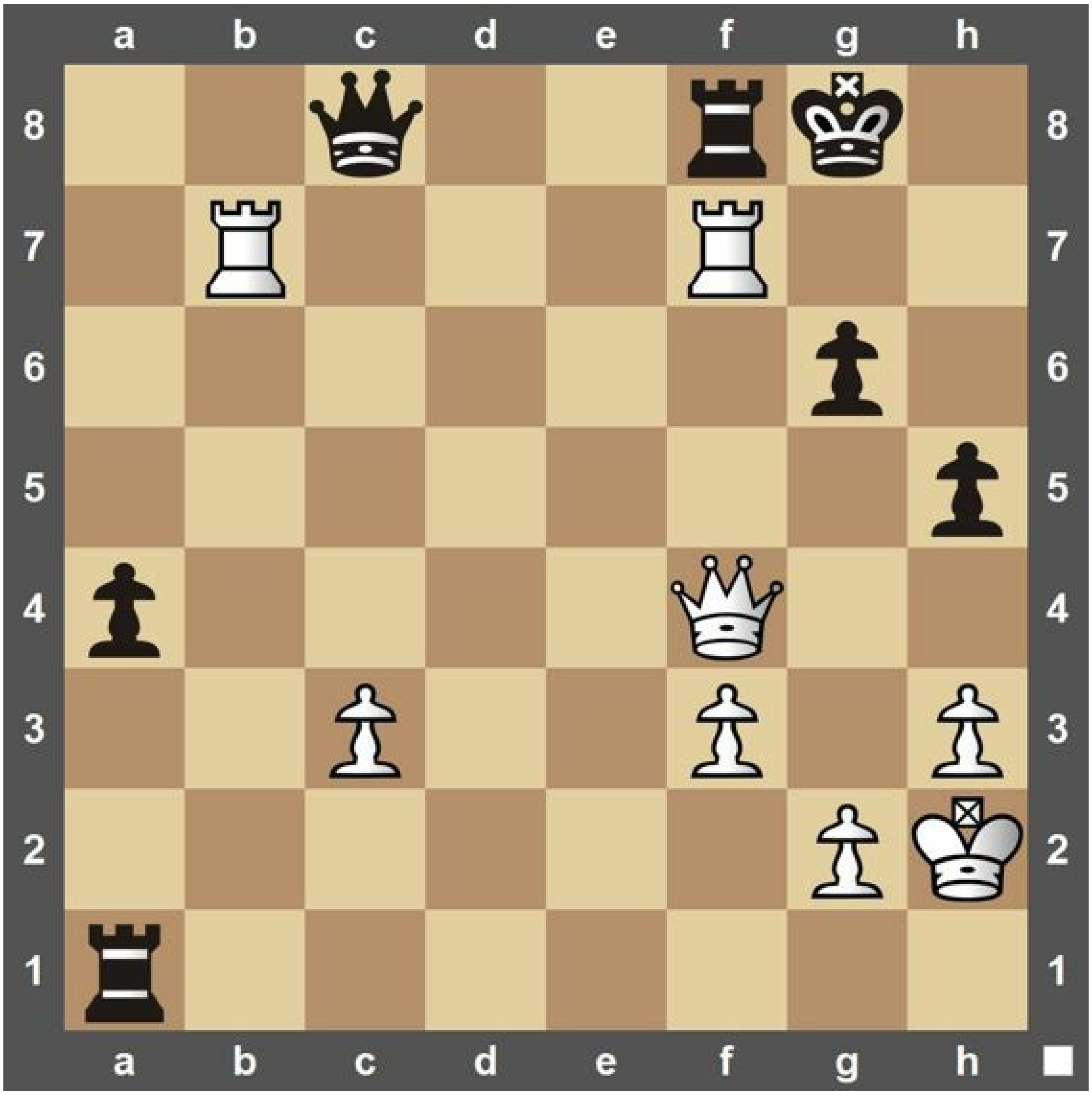
18: **1.Qxh5+ Kg8 2.Qh8#**



19: White to move.

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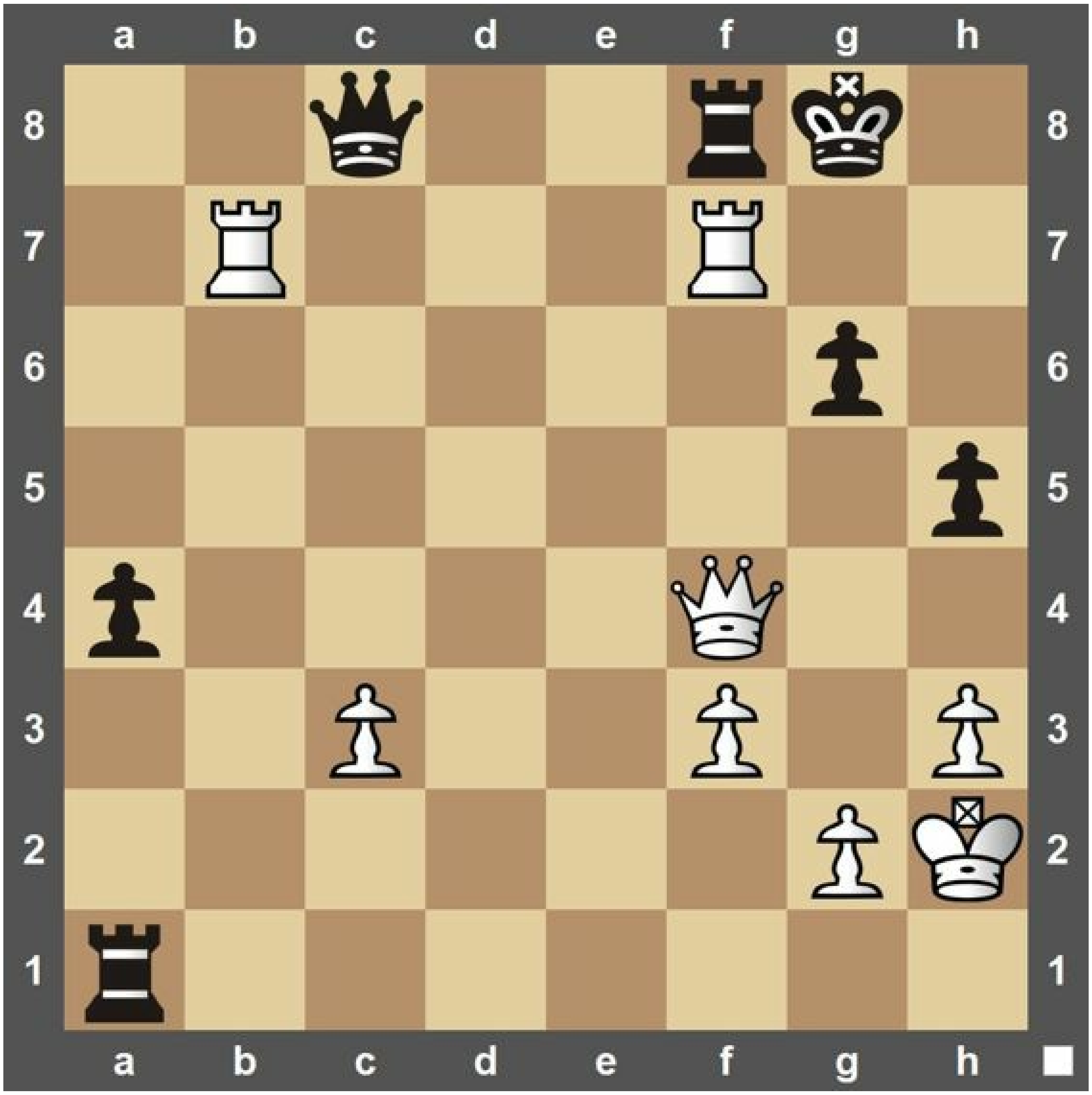
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19: 1.Rg7+ Kh8 2.Qh6#

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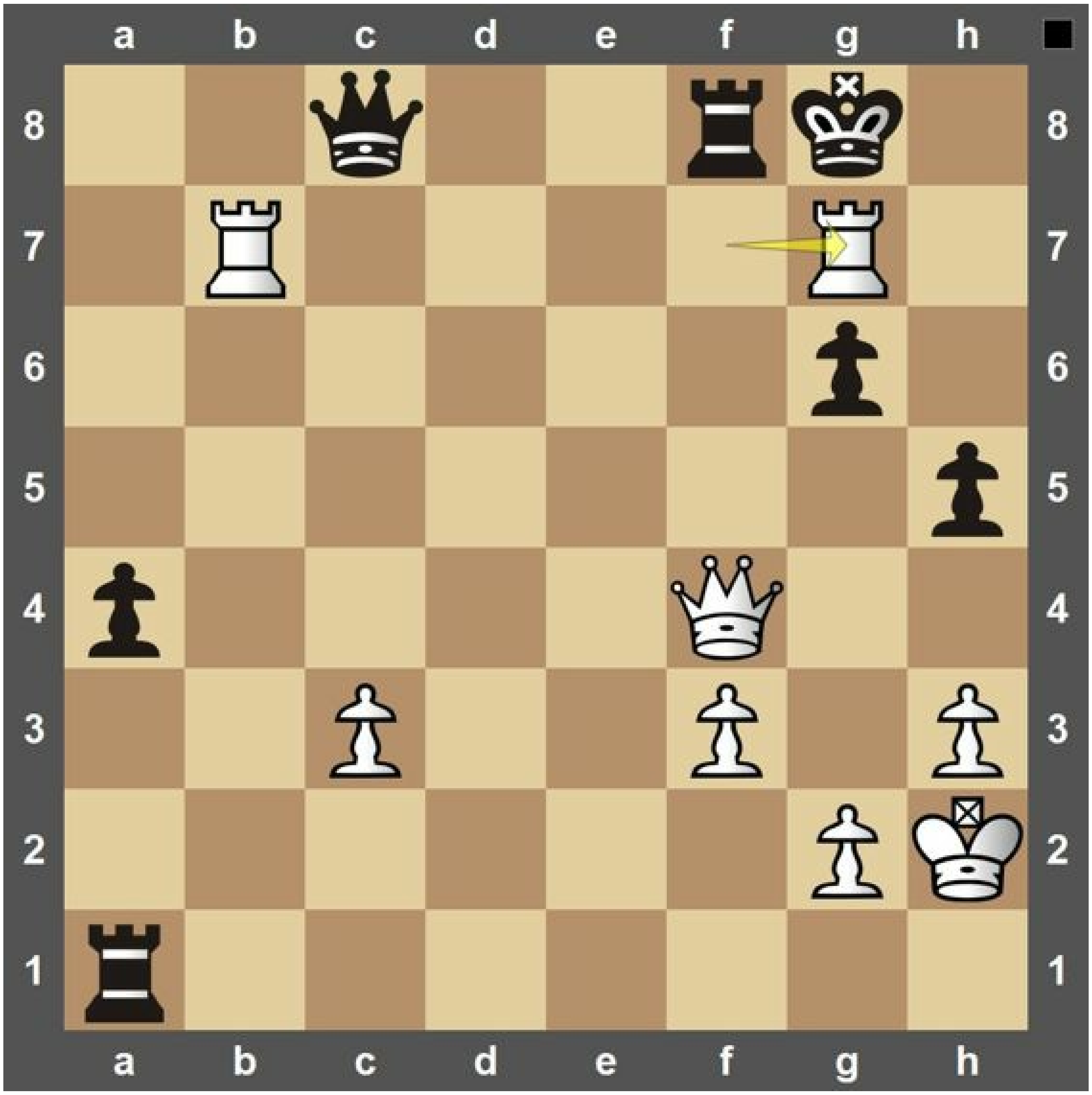
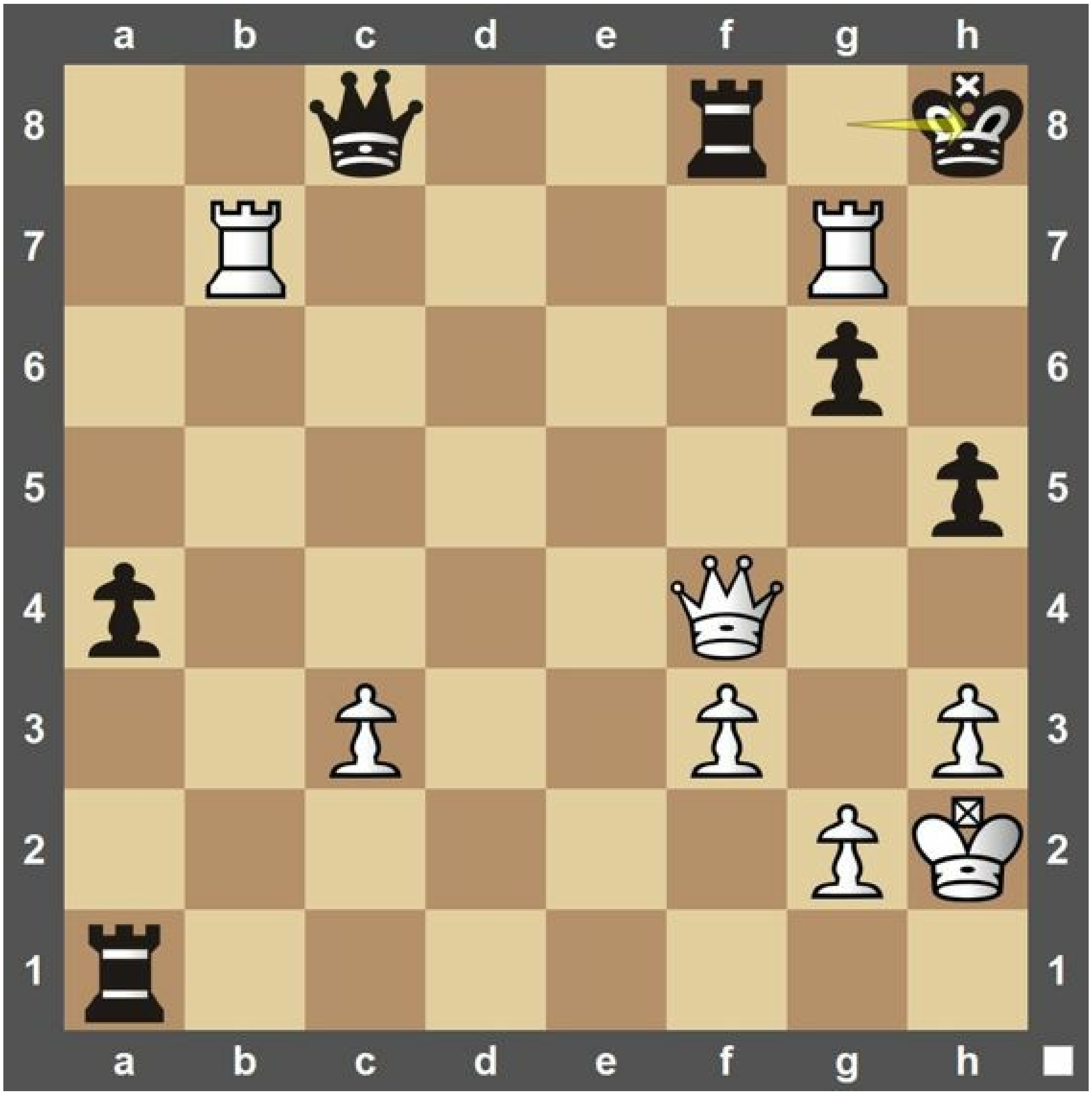
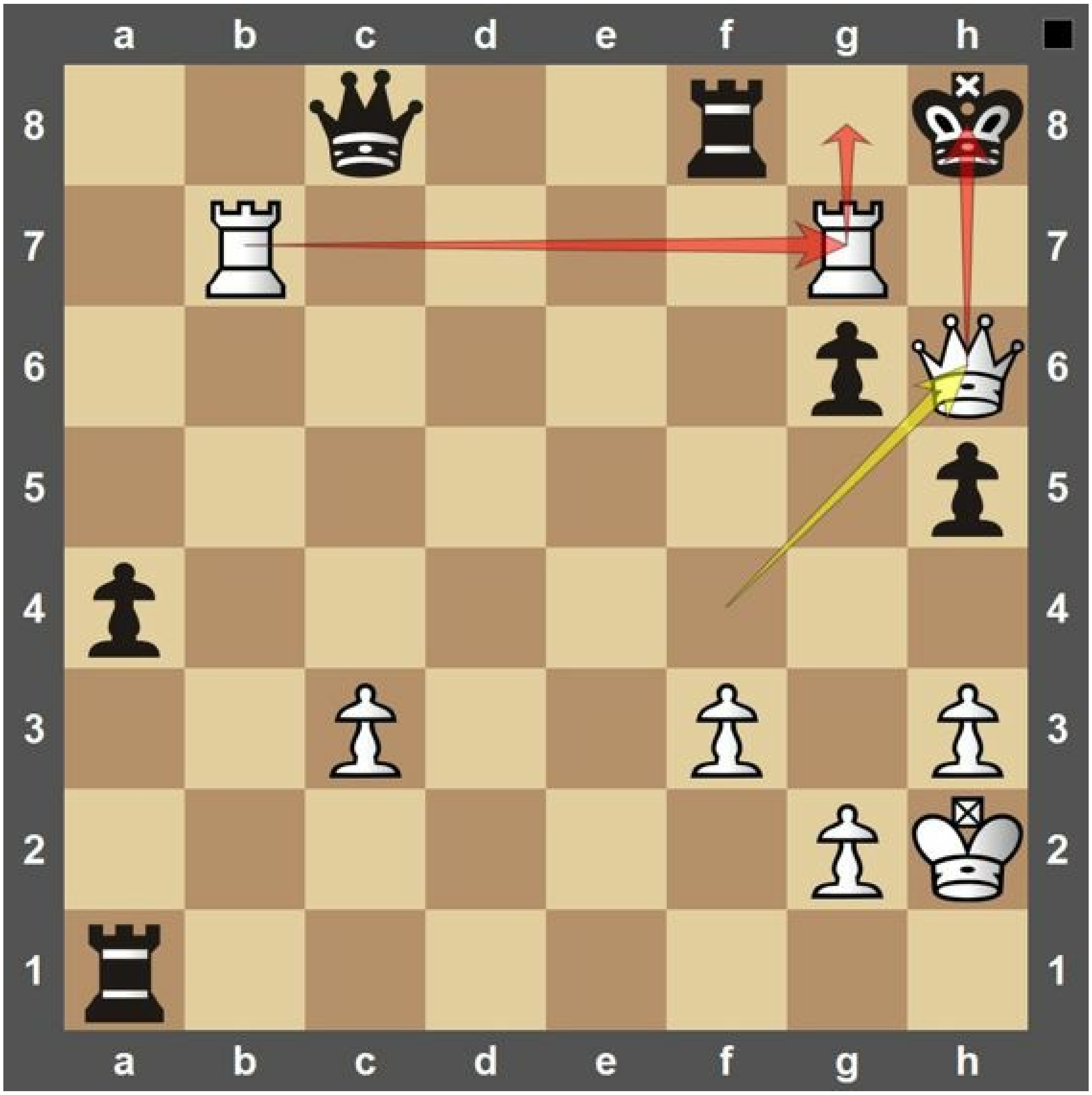


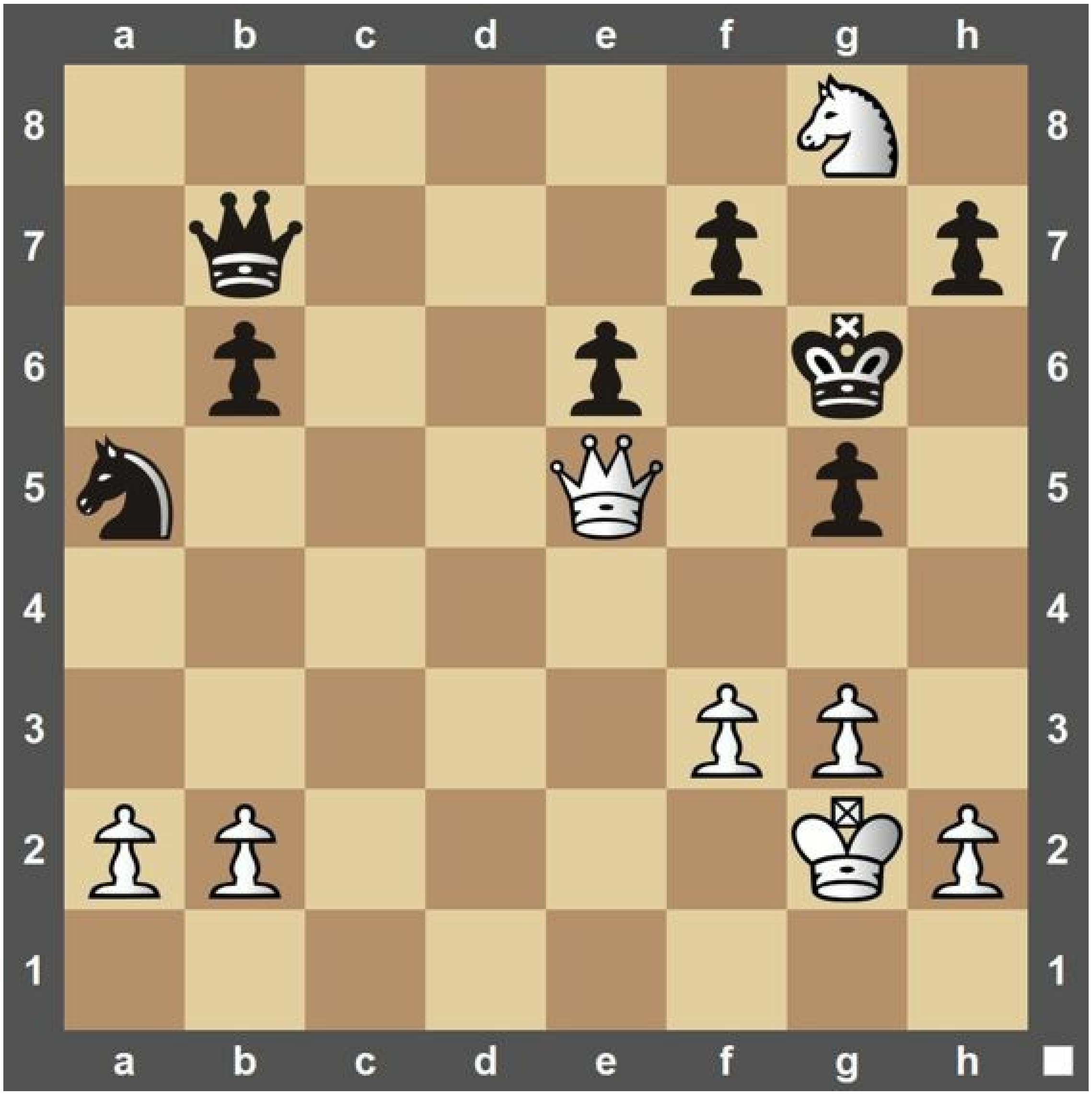
19: **1.Rg7+** Kh8 2.Qh6#



19: **1.Rg7+ Kh8** 2.Qh6#



19: **1.Rg7+ Kh8 2.Qh6#**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20: White to move.

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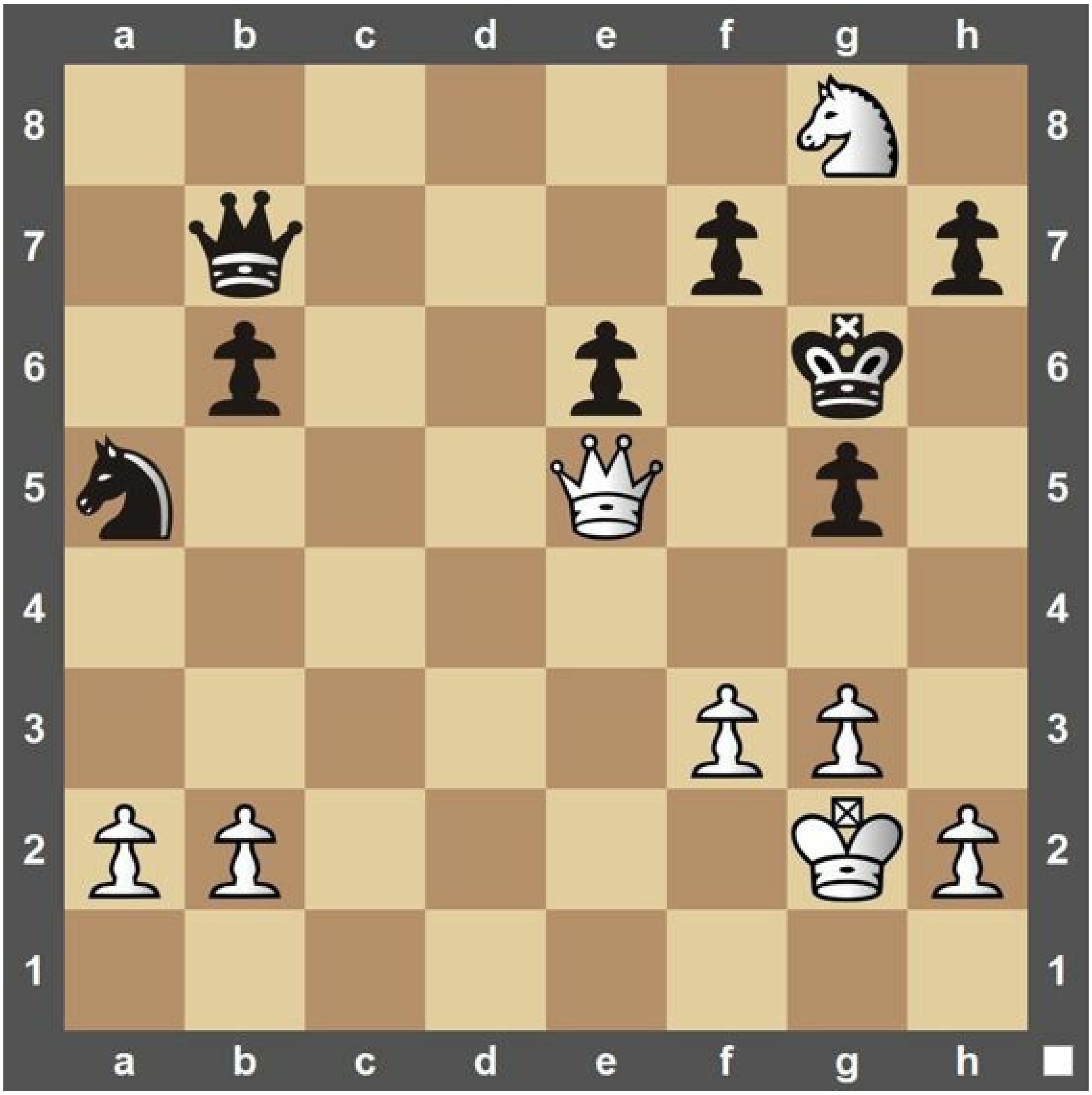
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20: 1.Qf6+ Kh5 2.Qh6#

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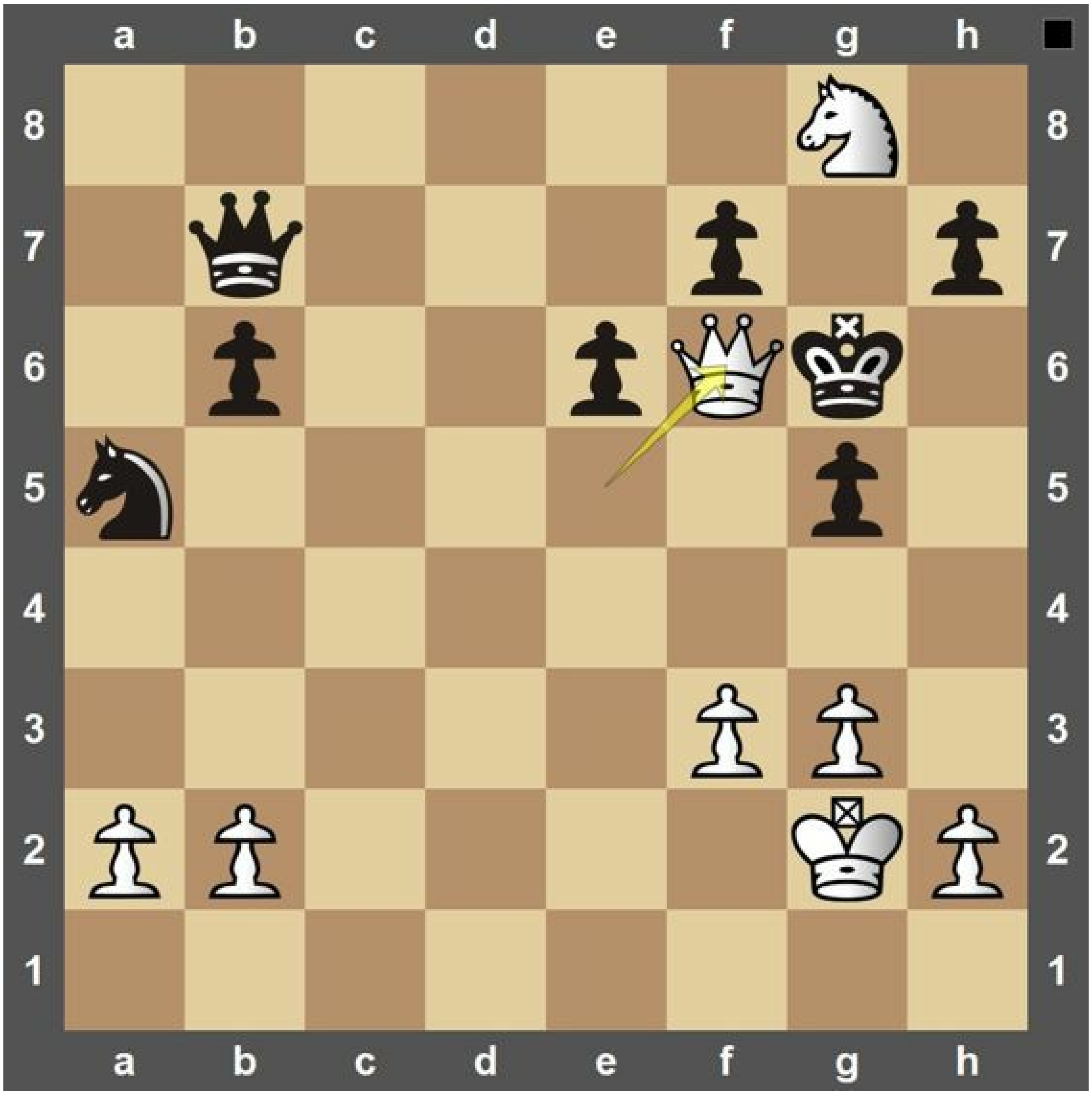
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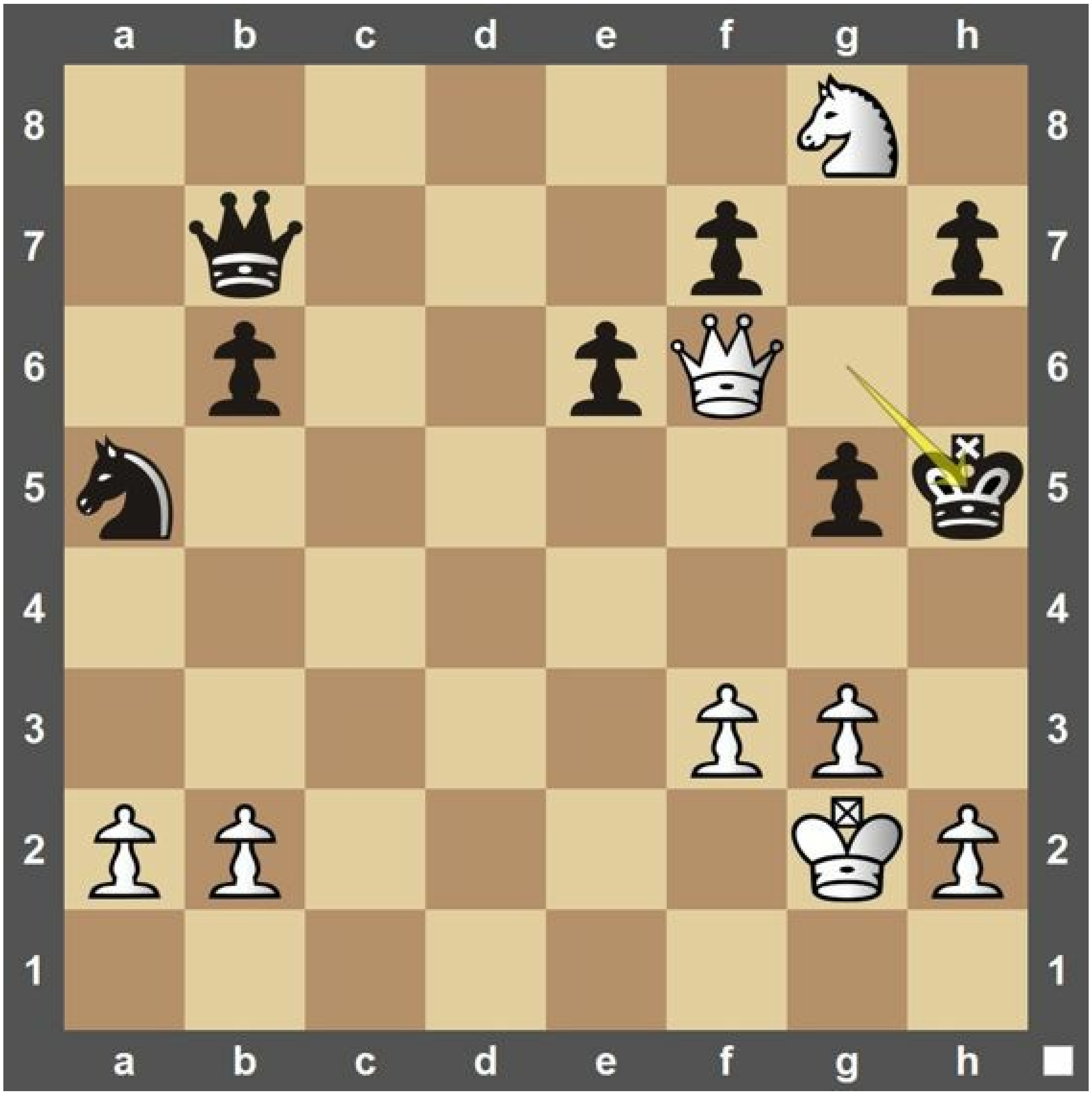
20: **1.Qf6+** Kh5 2.Qh6#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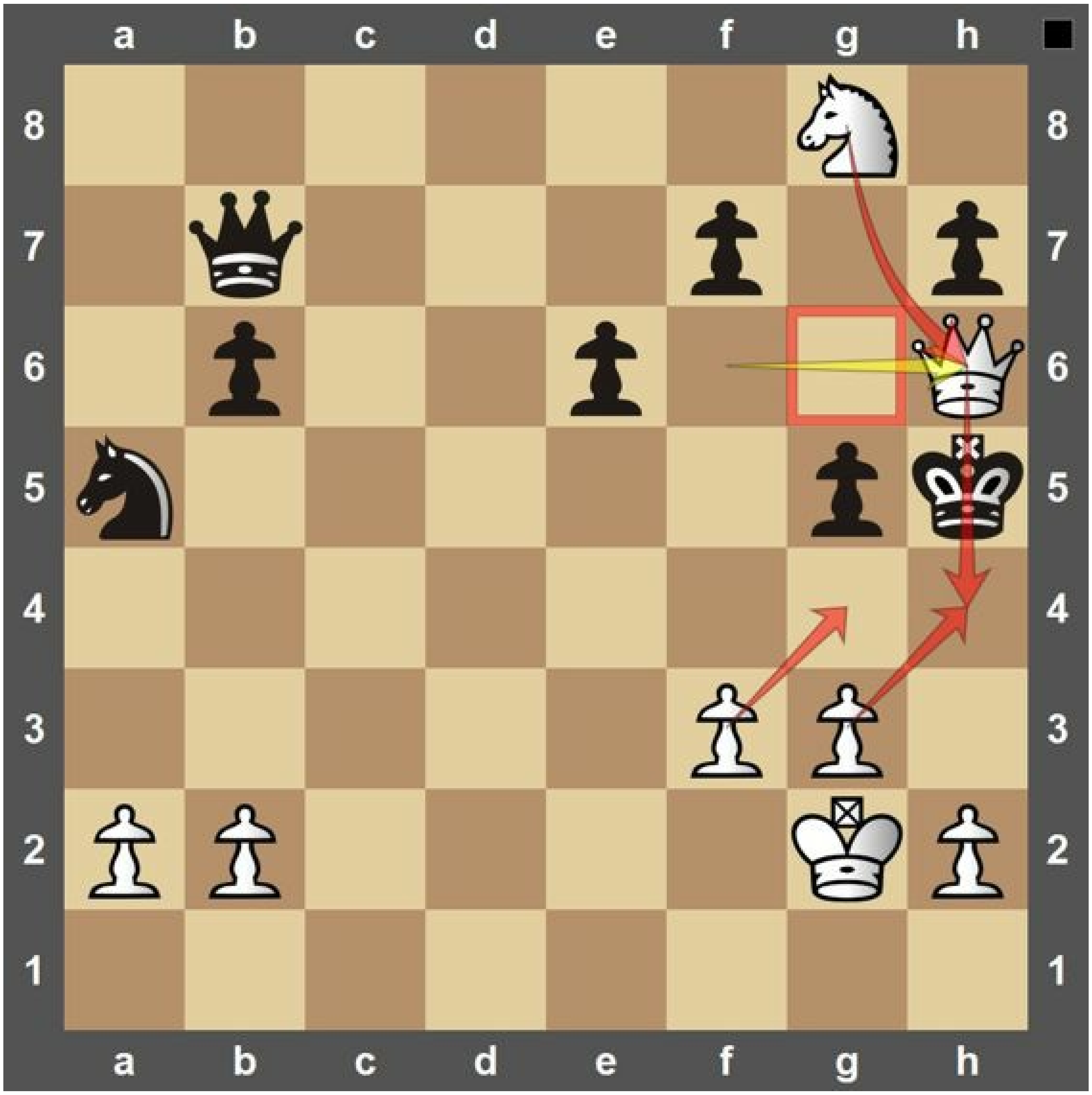
20: **1.Qf6+ Kh5** 2.Qh6#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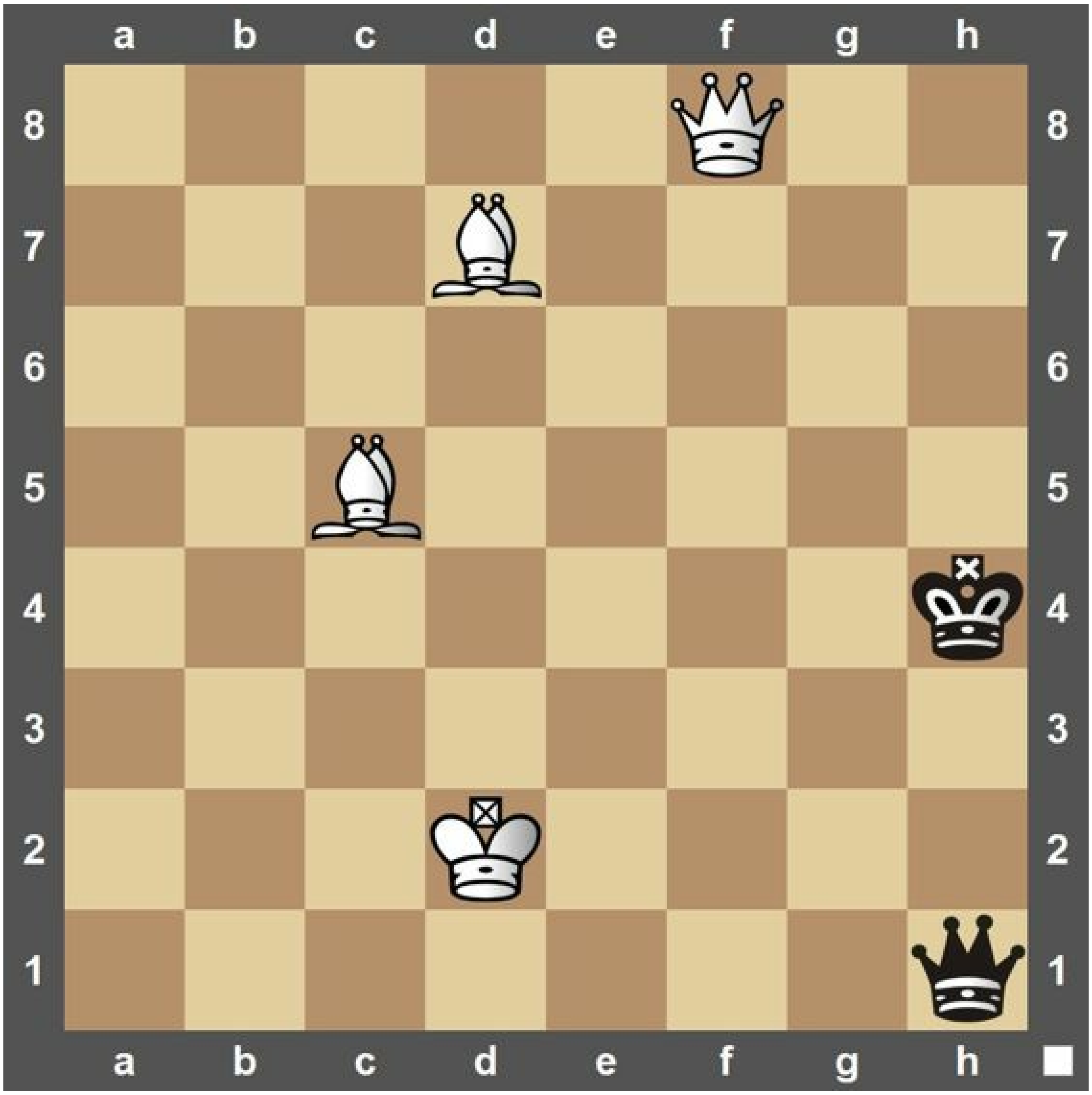
20: **1.Qf6+ Kh5 2.Qh6#**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21: White to move.

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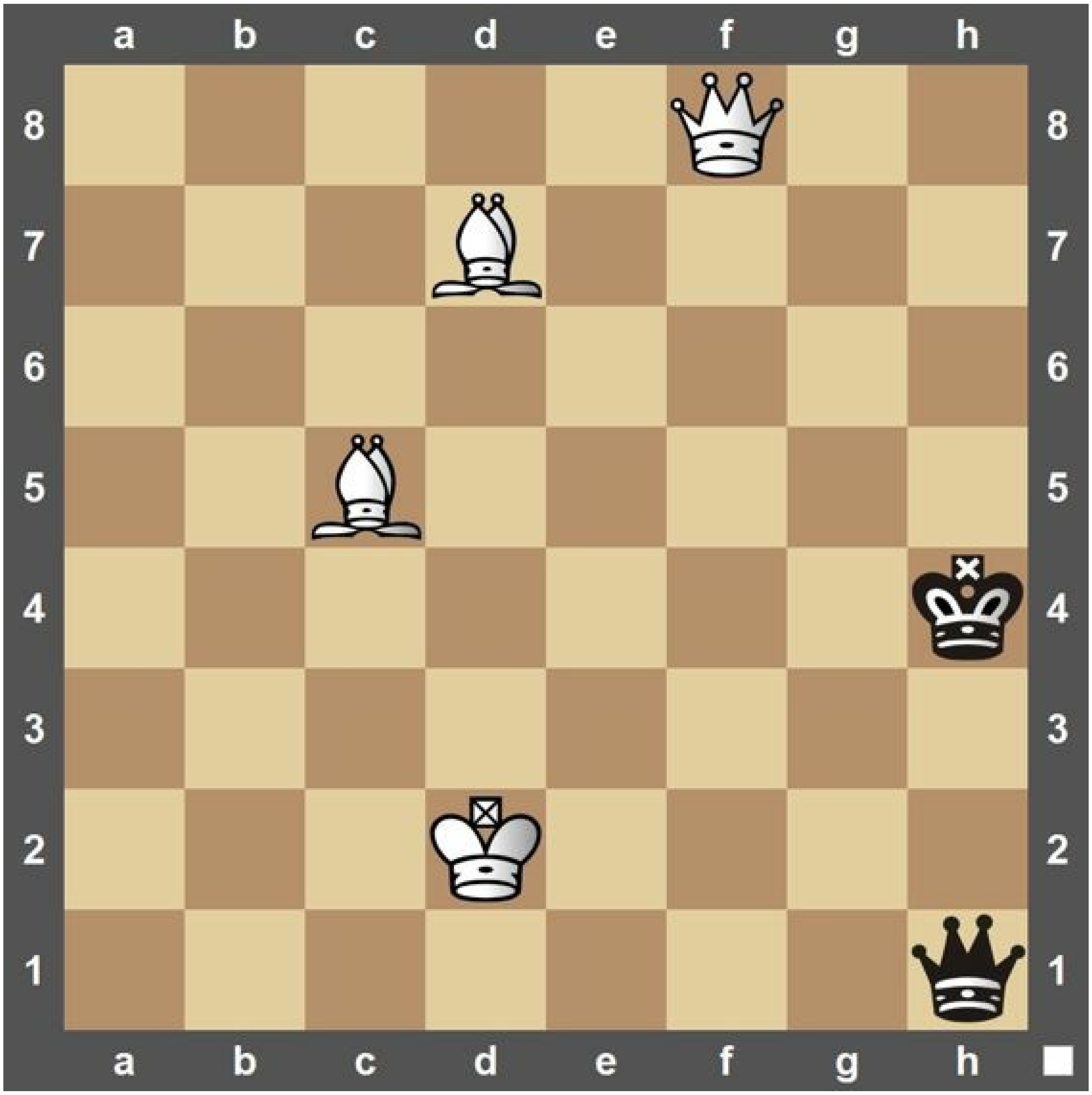
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21: 1.Qf4+ Kh5 2.Be8#

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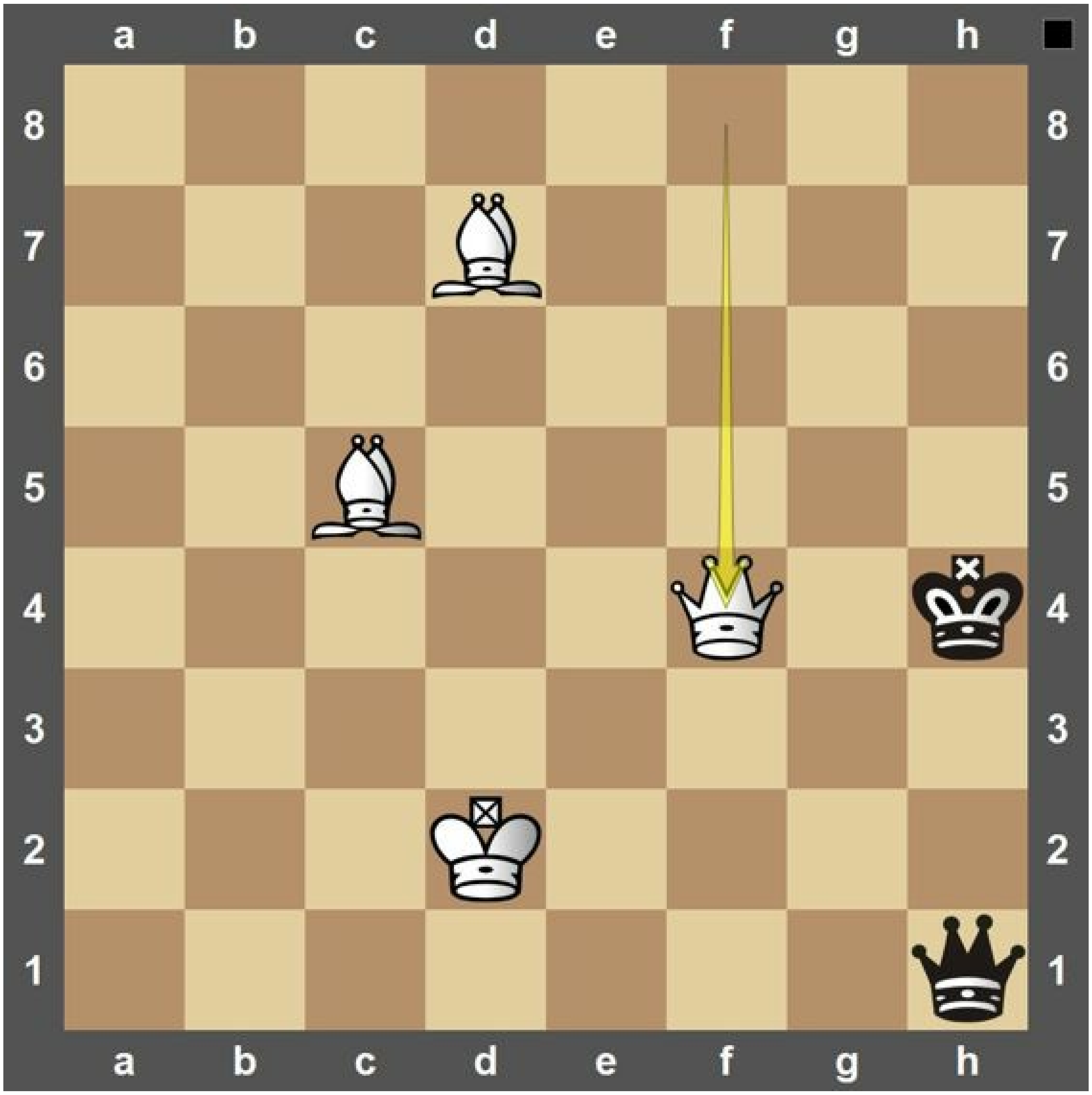
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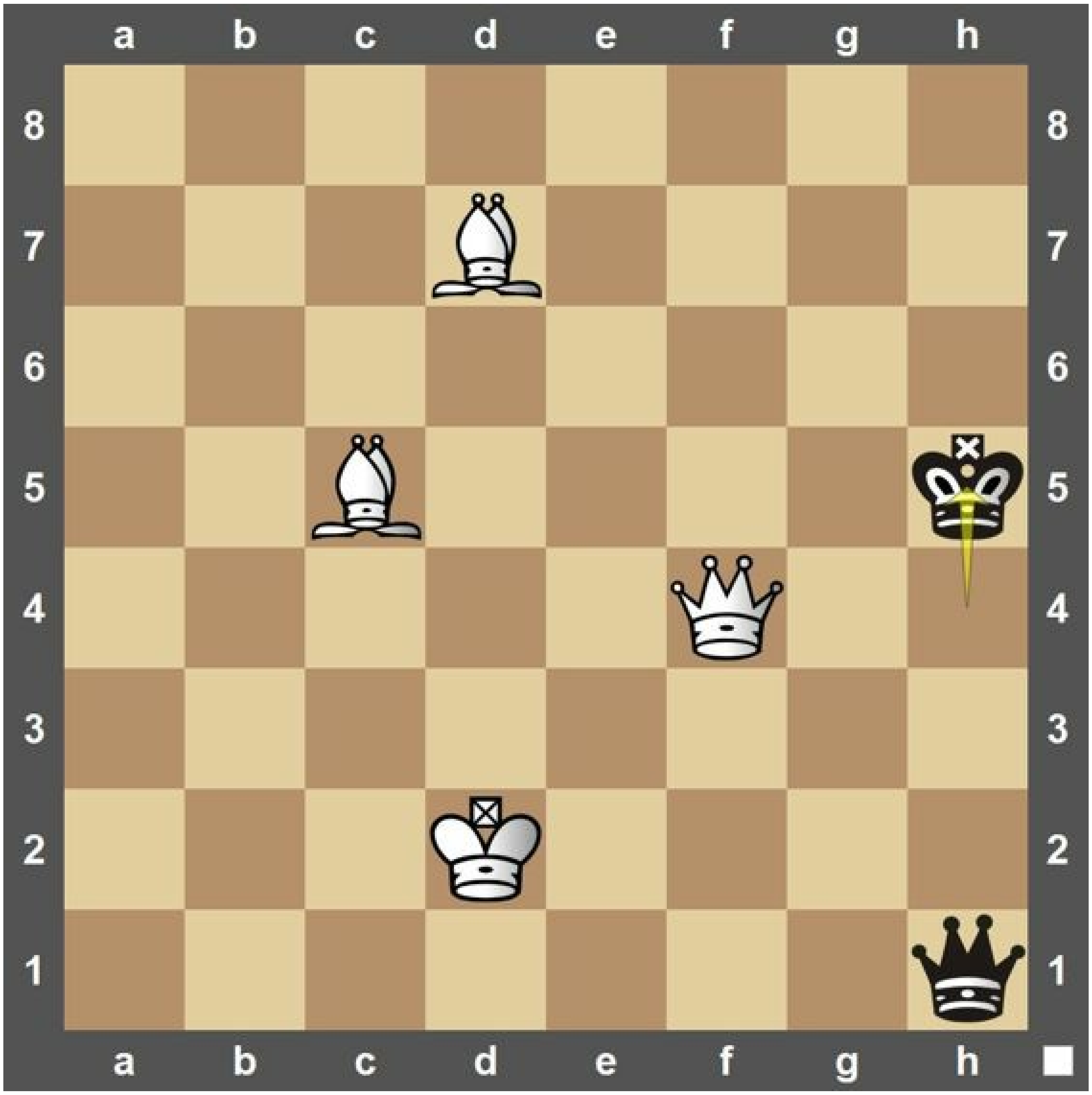
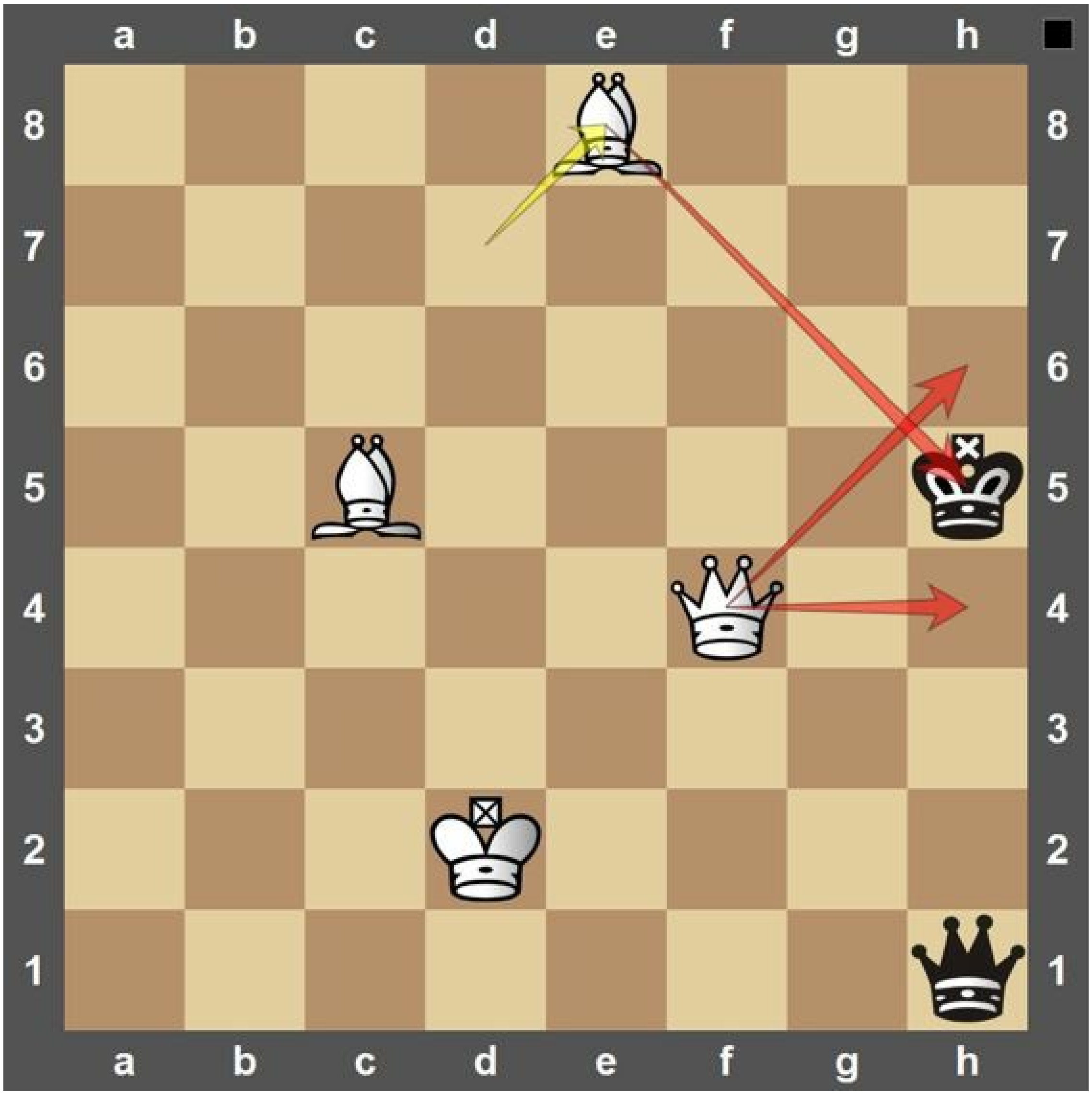
21: **1.Qf4+** Kh5 2.Be8#



21: **1.Qf4+ Kh5** 2.Be8#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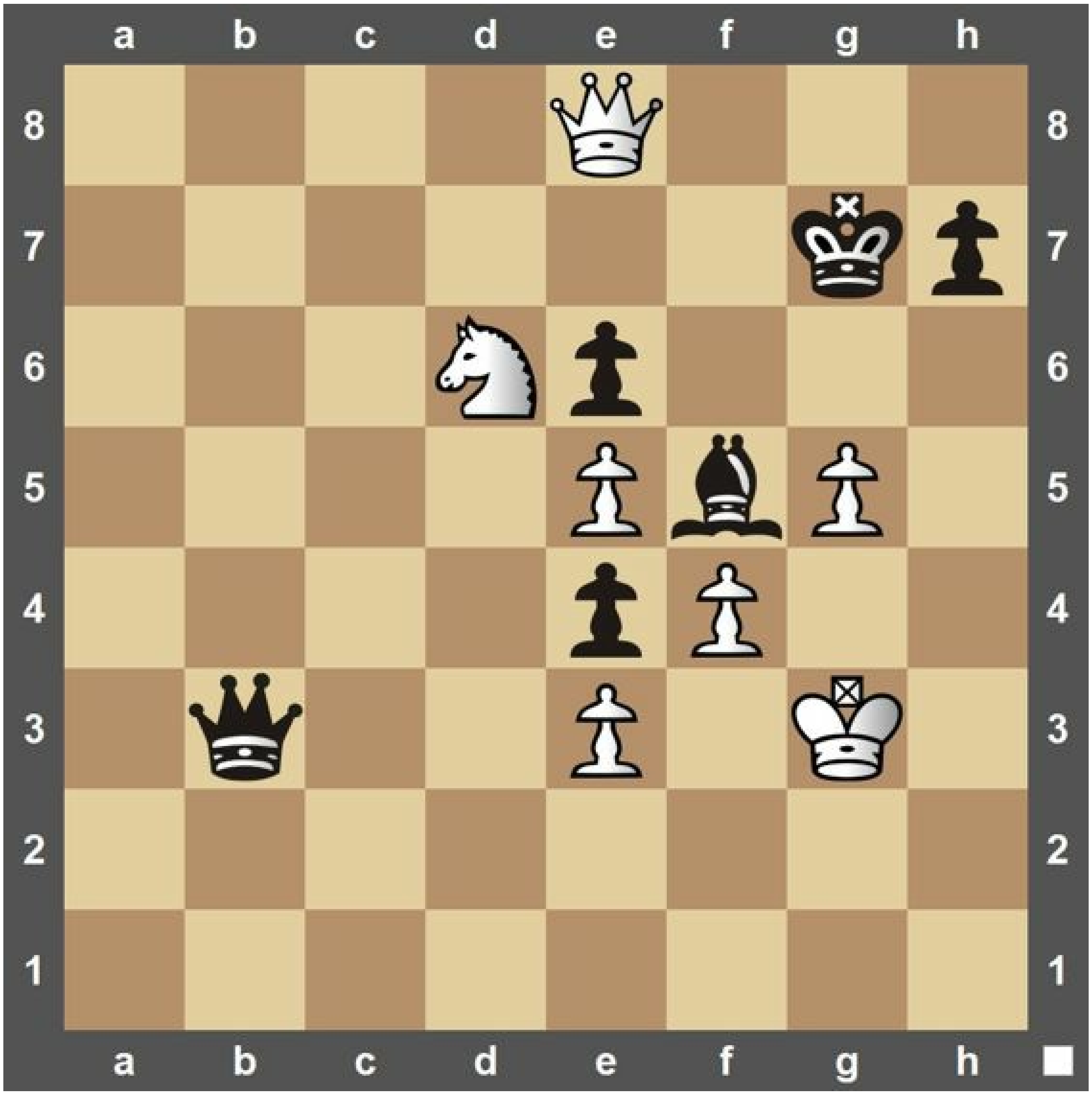
21: **1.Qf4+ Kh5 2.Be8#**



22: White to move.

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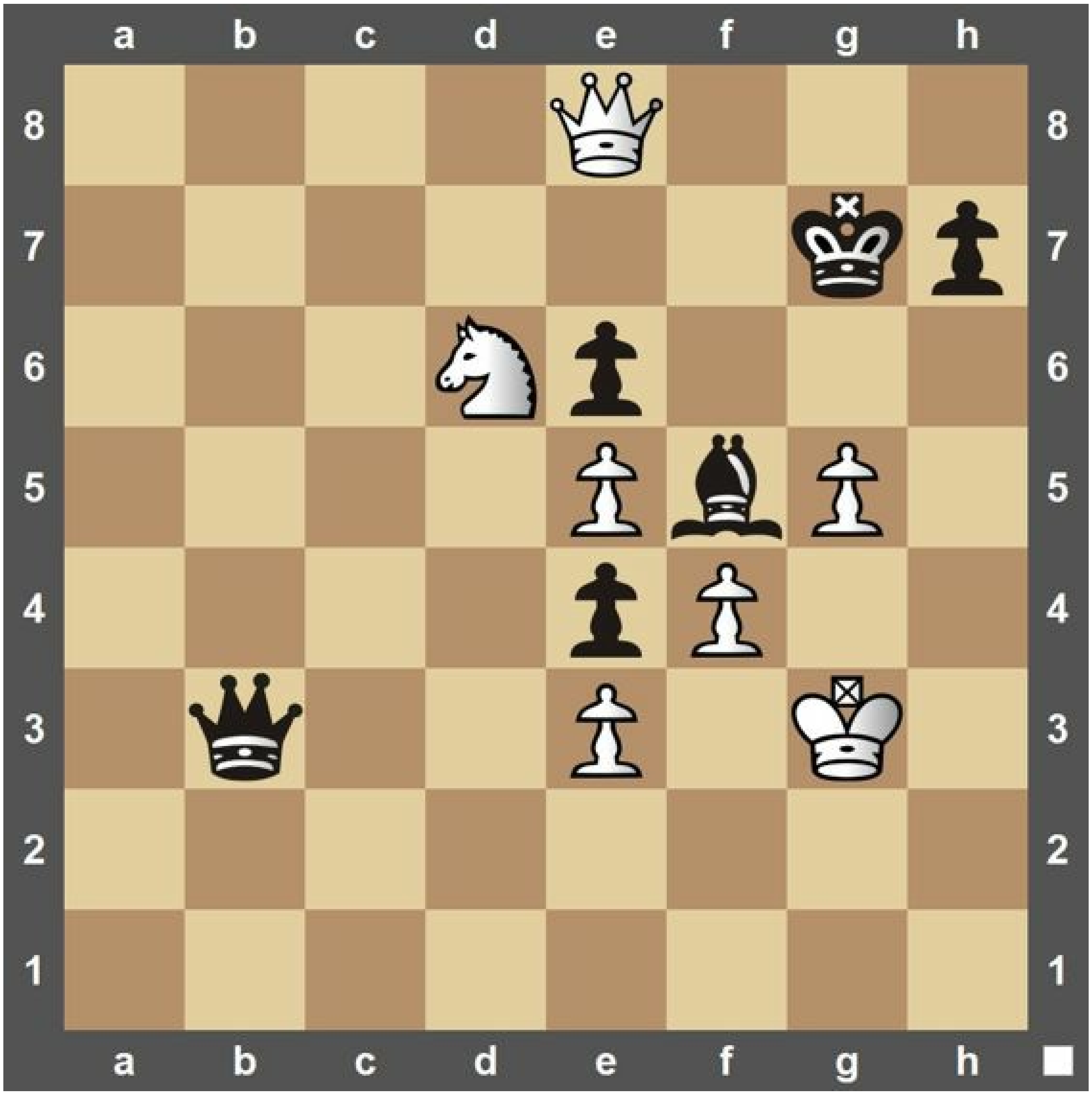
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22: 1.Qf7+ Kh8 2.Qf8#

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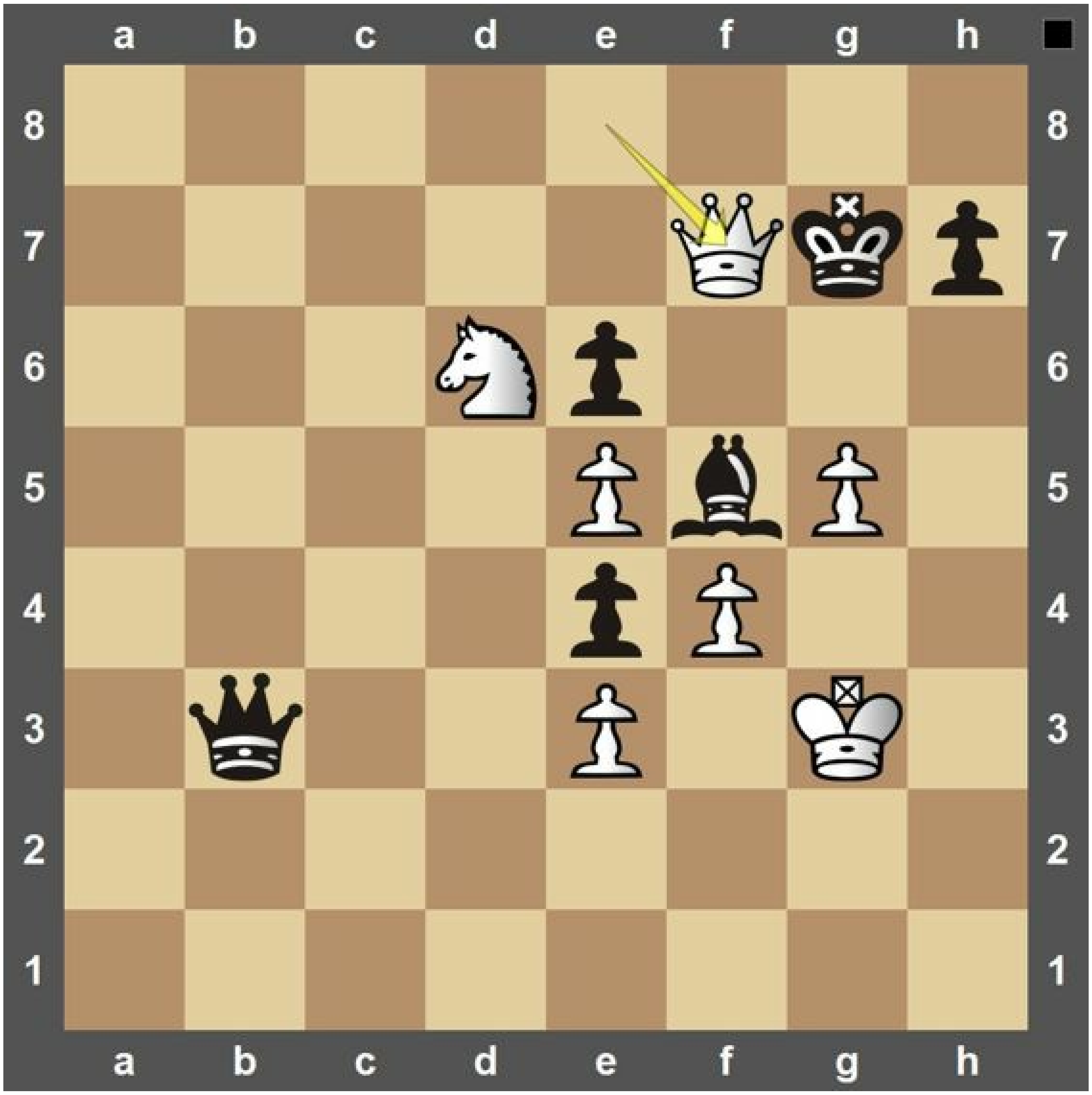
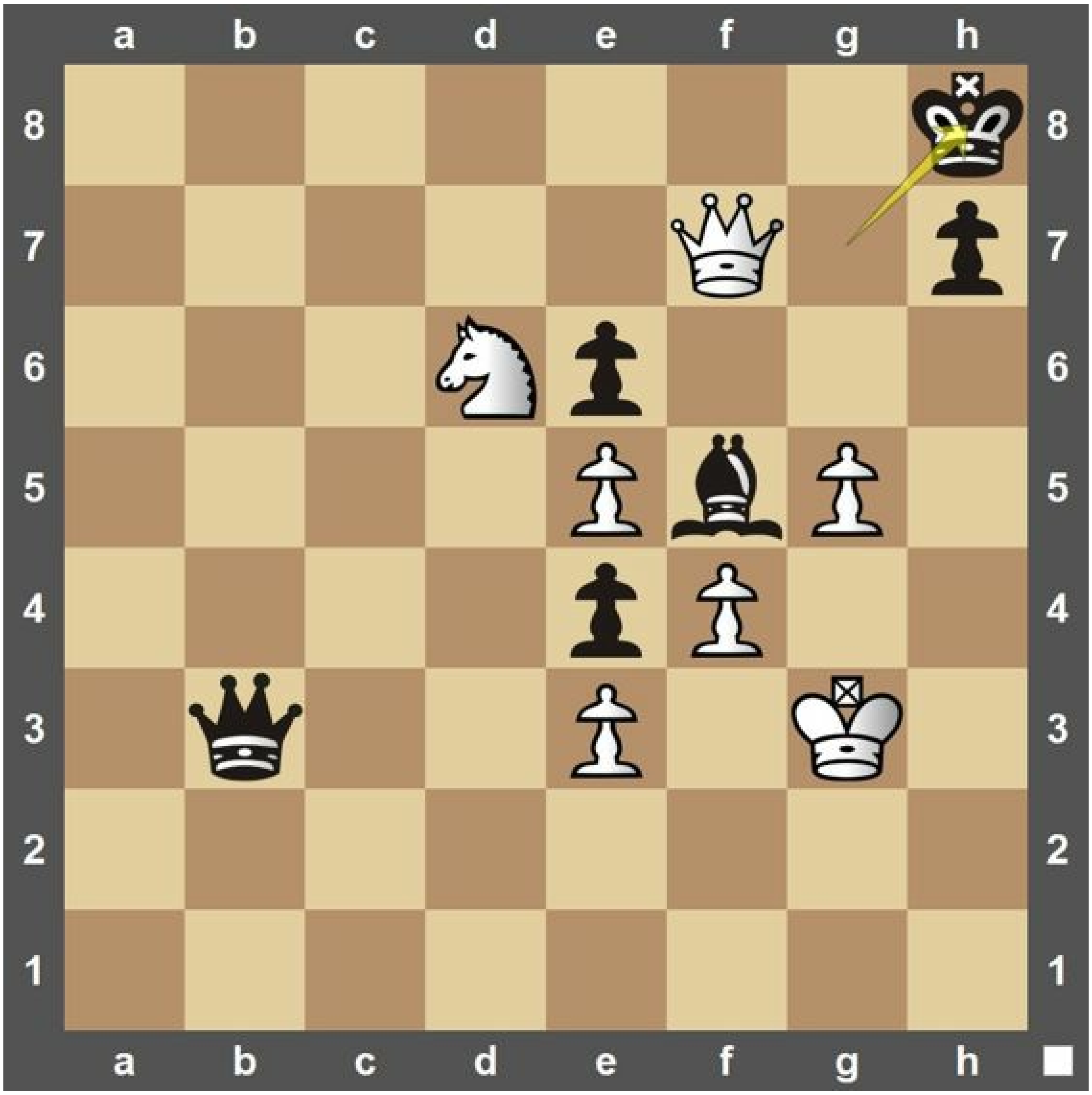


22: **1.Qf7+** Kh8 2.Qf8#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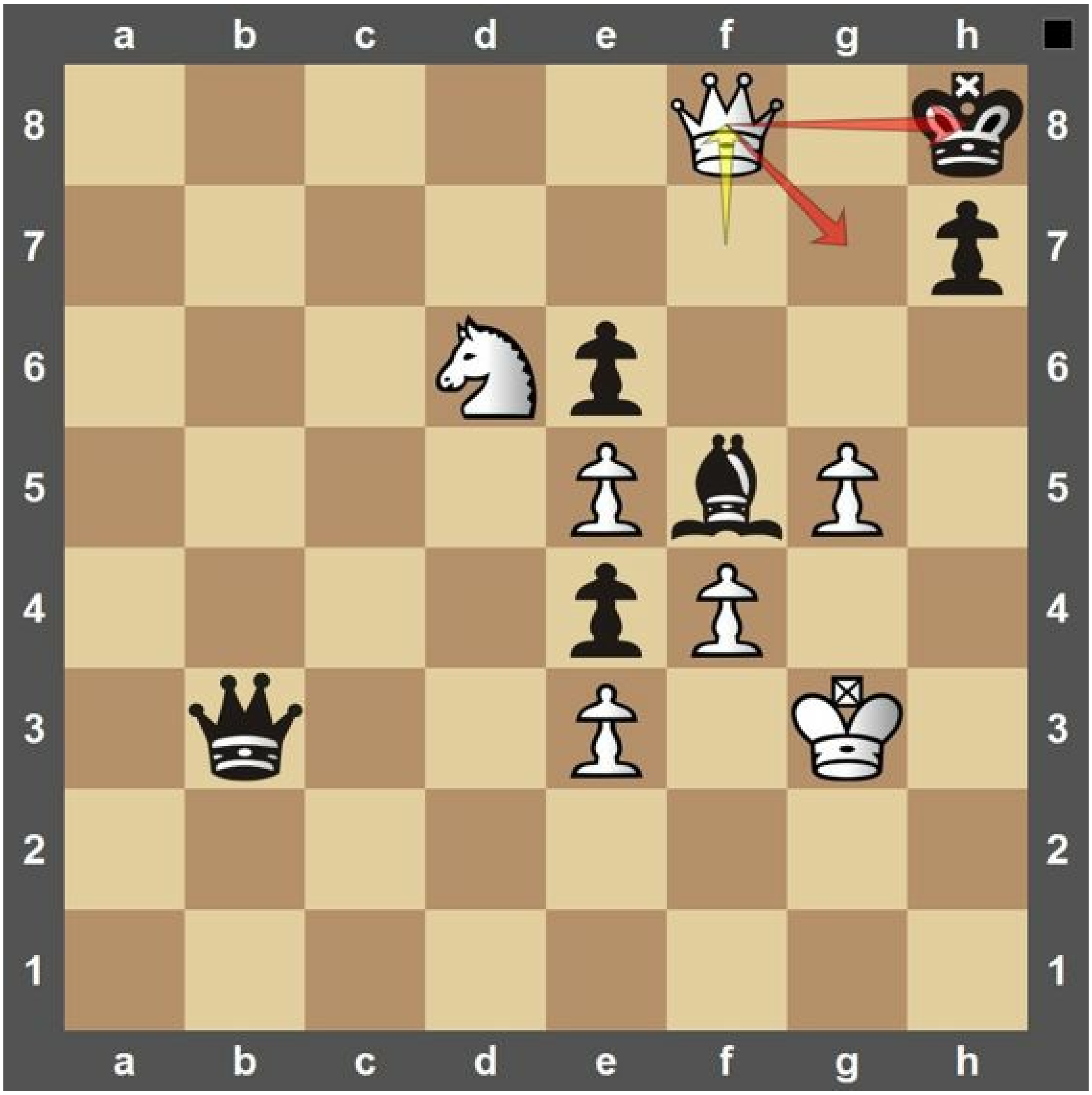
22: **1.Qf7+ Kh8** 2.Qf8#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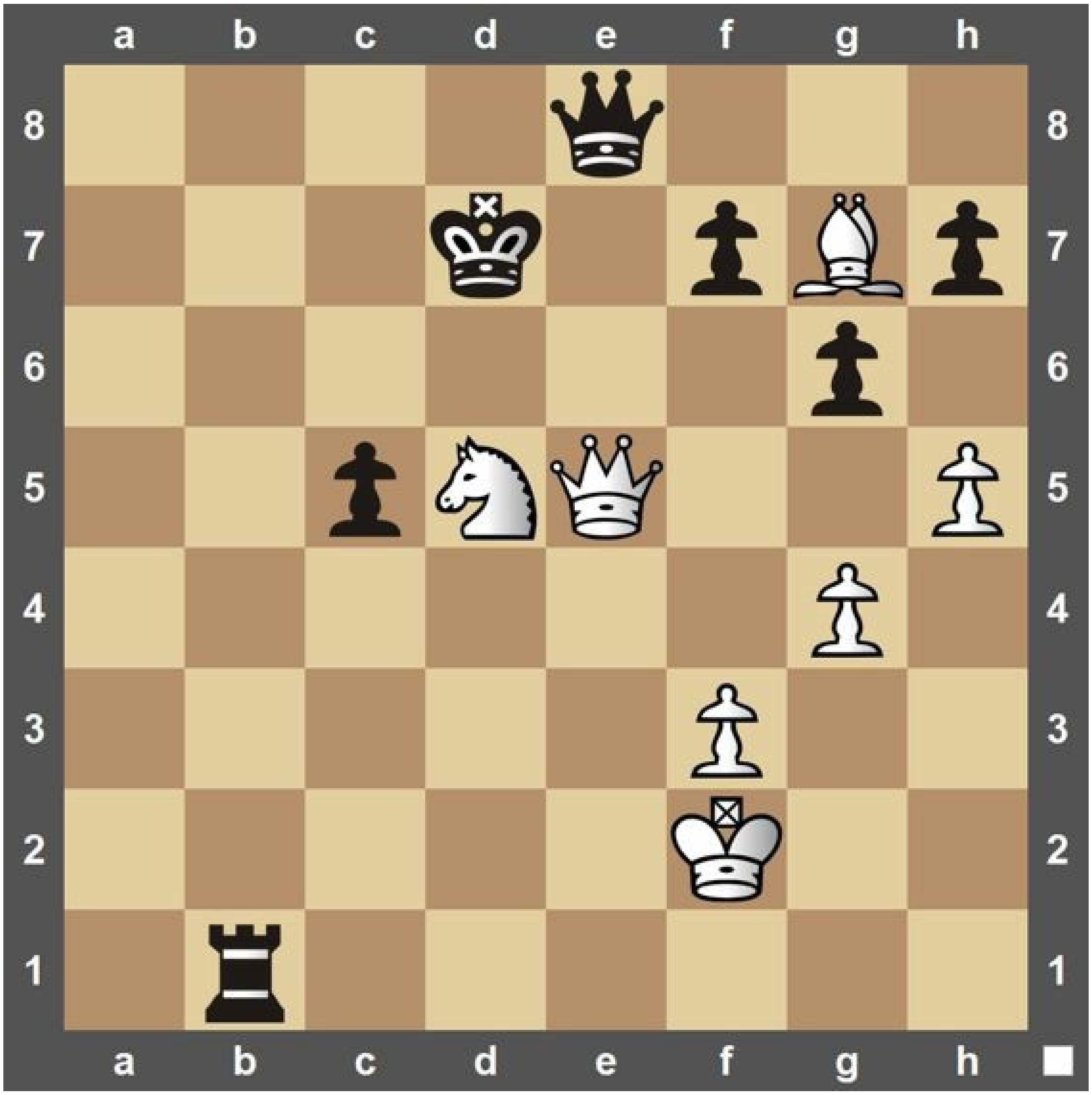
22: **1.Qf7+ Kh8 2.Qf8#**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23: White to move.

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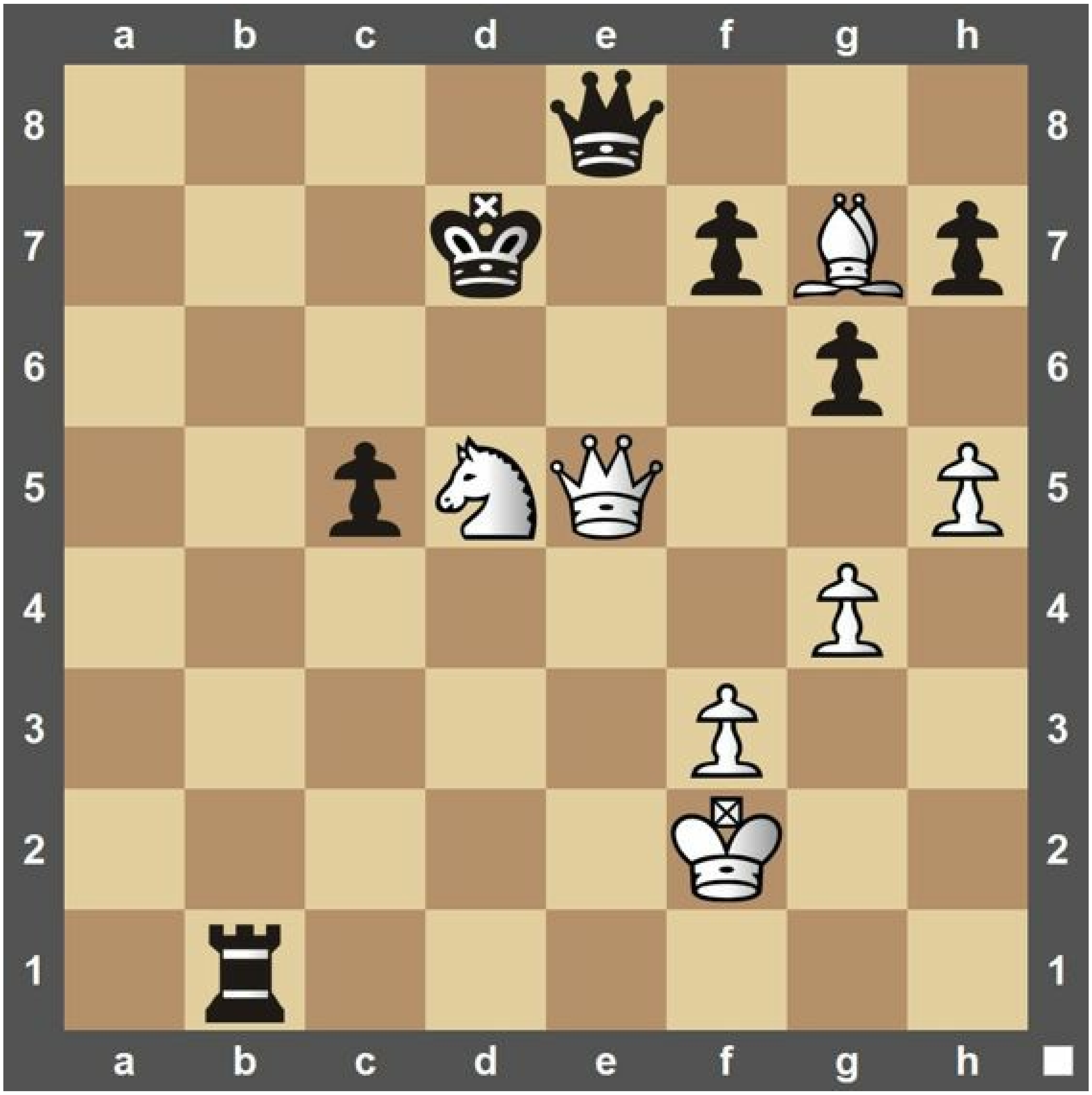
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23: 1.Qc7+ Ke6 2.Nf4#

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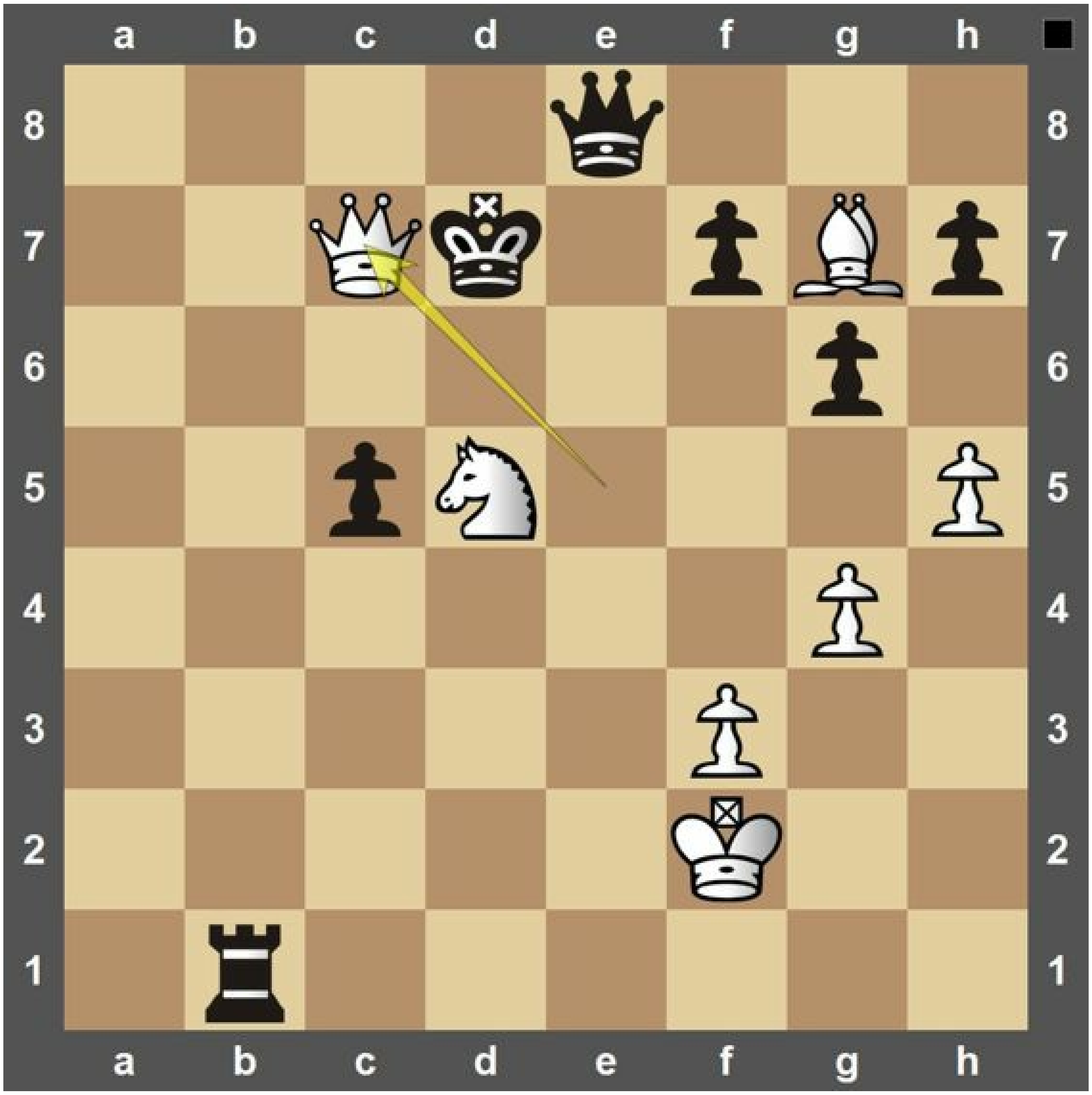

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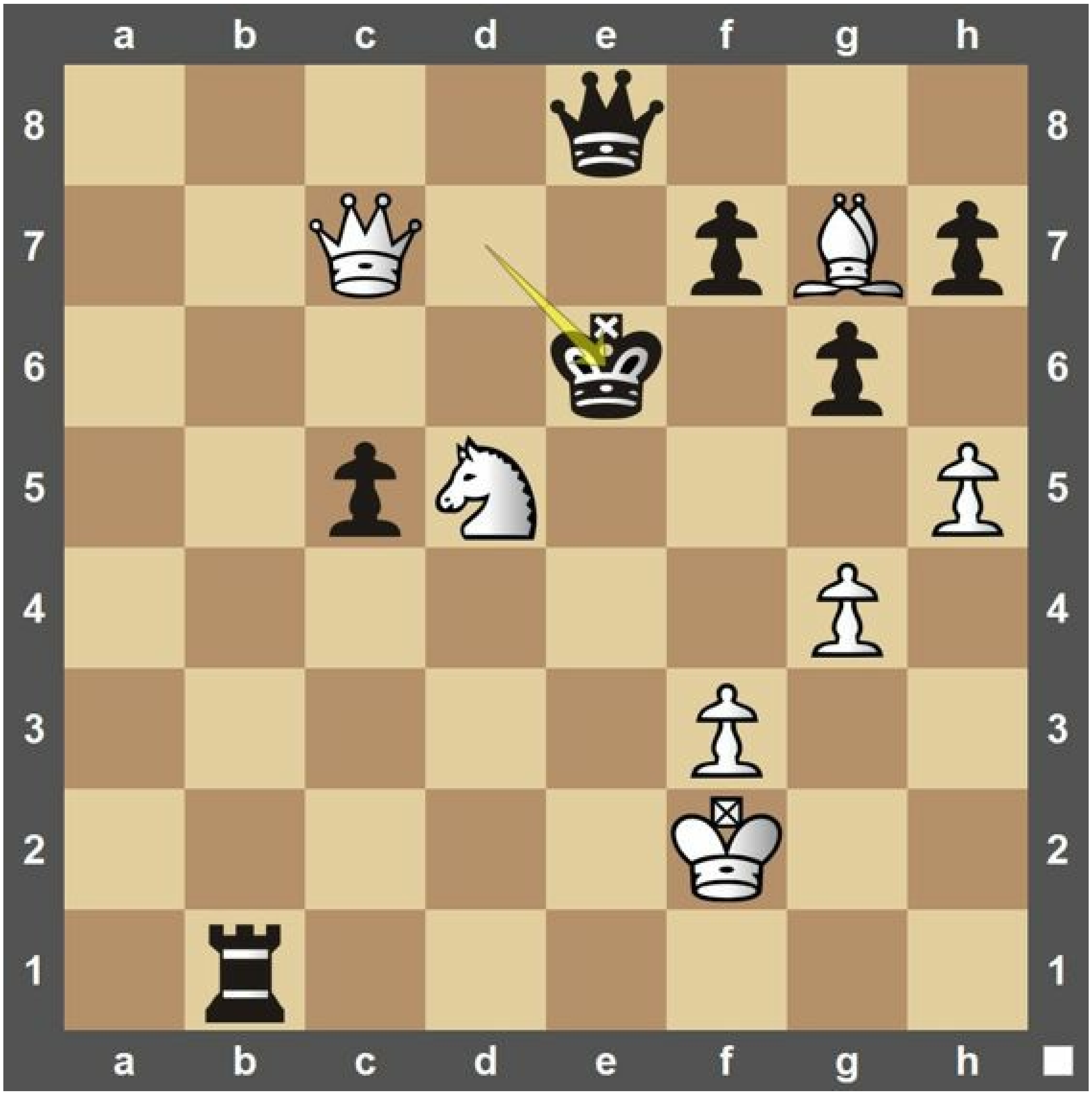
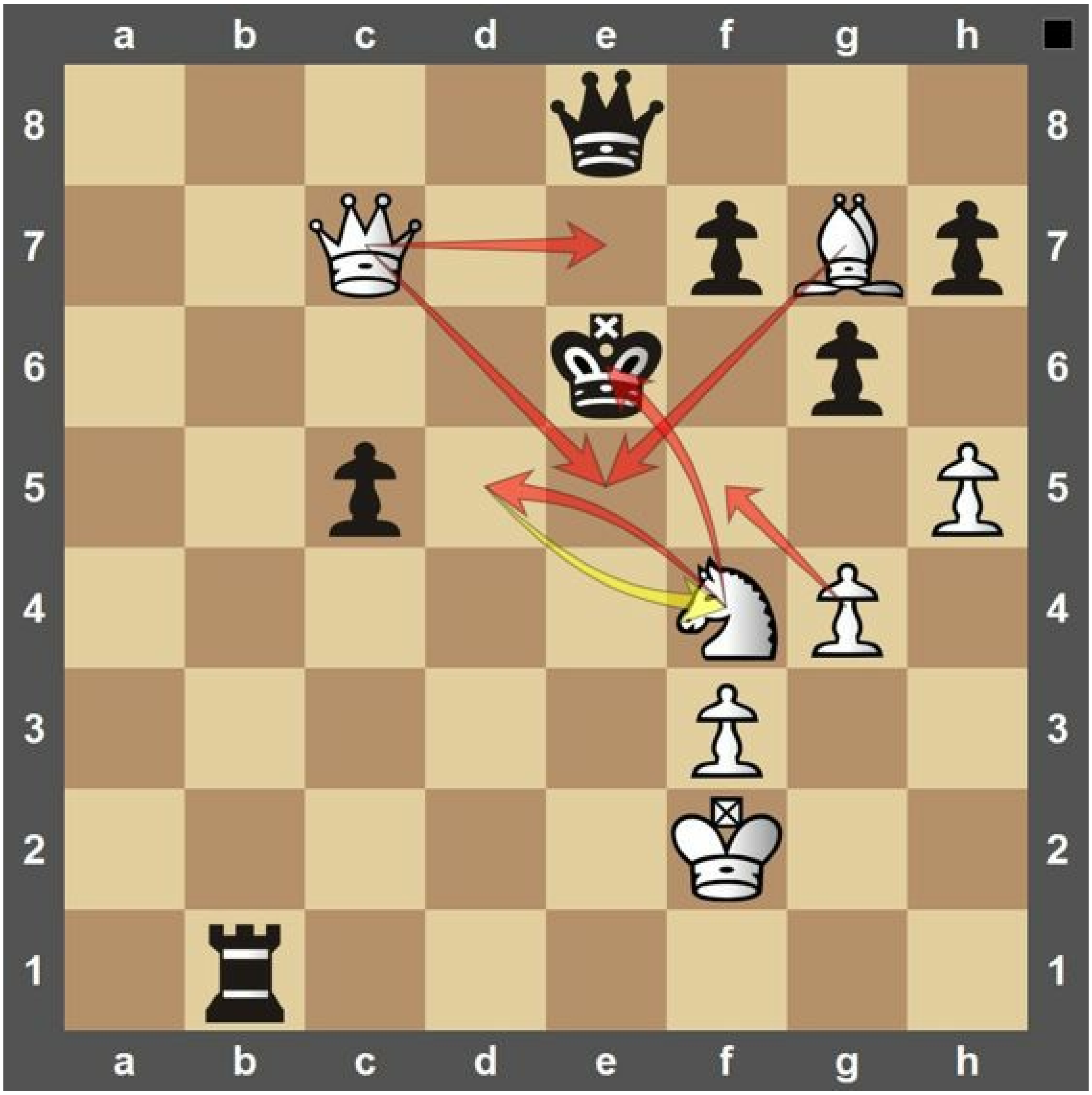
23: **1.Qc7+** Ke6 2.Nf4#



23: **1.Qc7+ Ke6** 2.Nf4#



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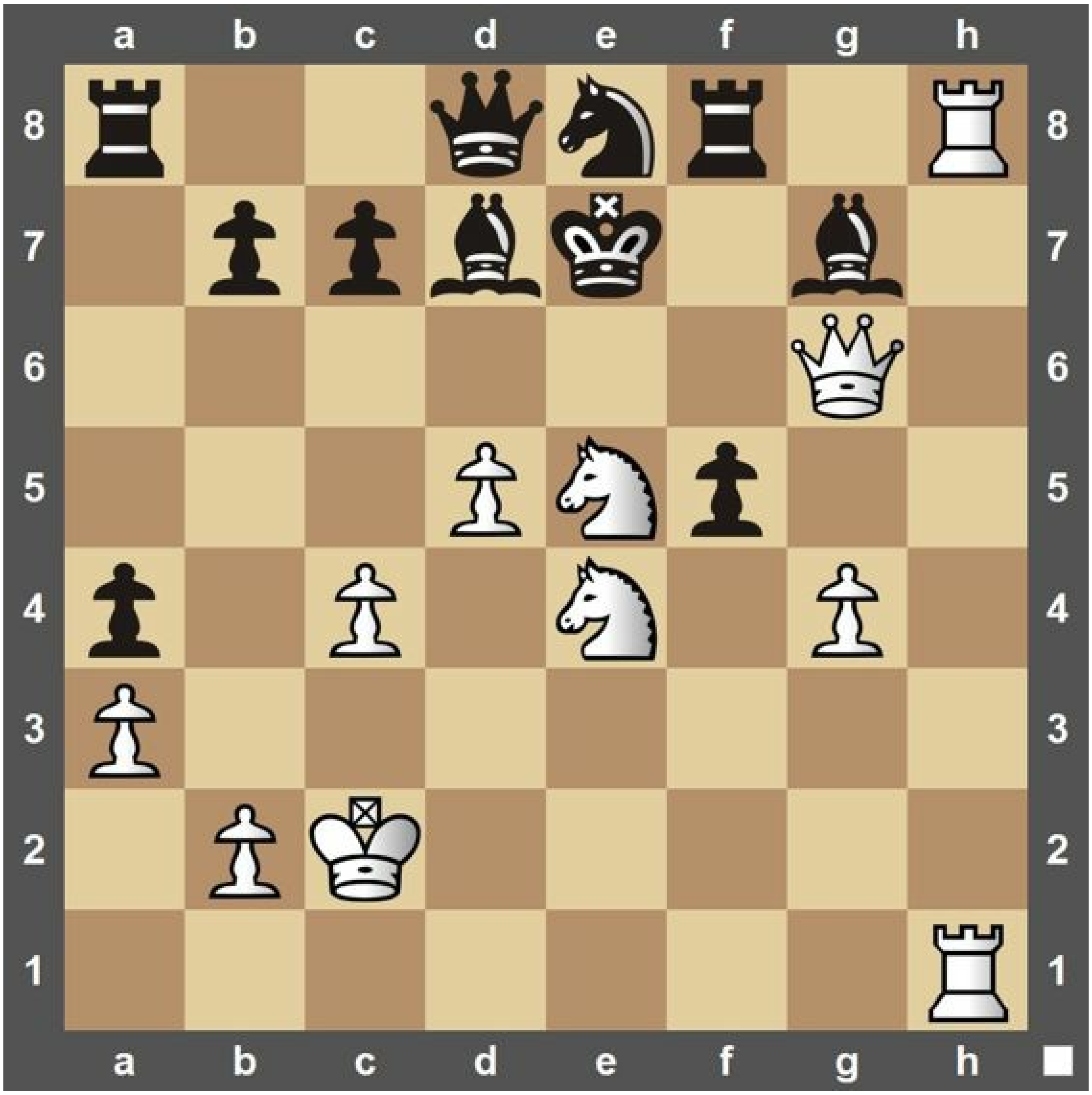
23: **1.Qc7+ Ke6 2.Nf4#**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24: White to move.

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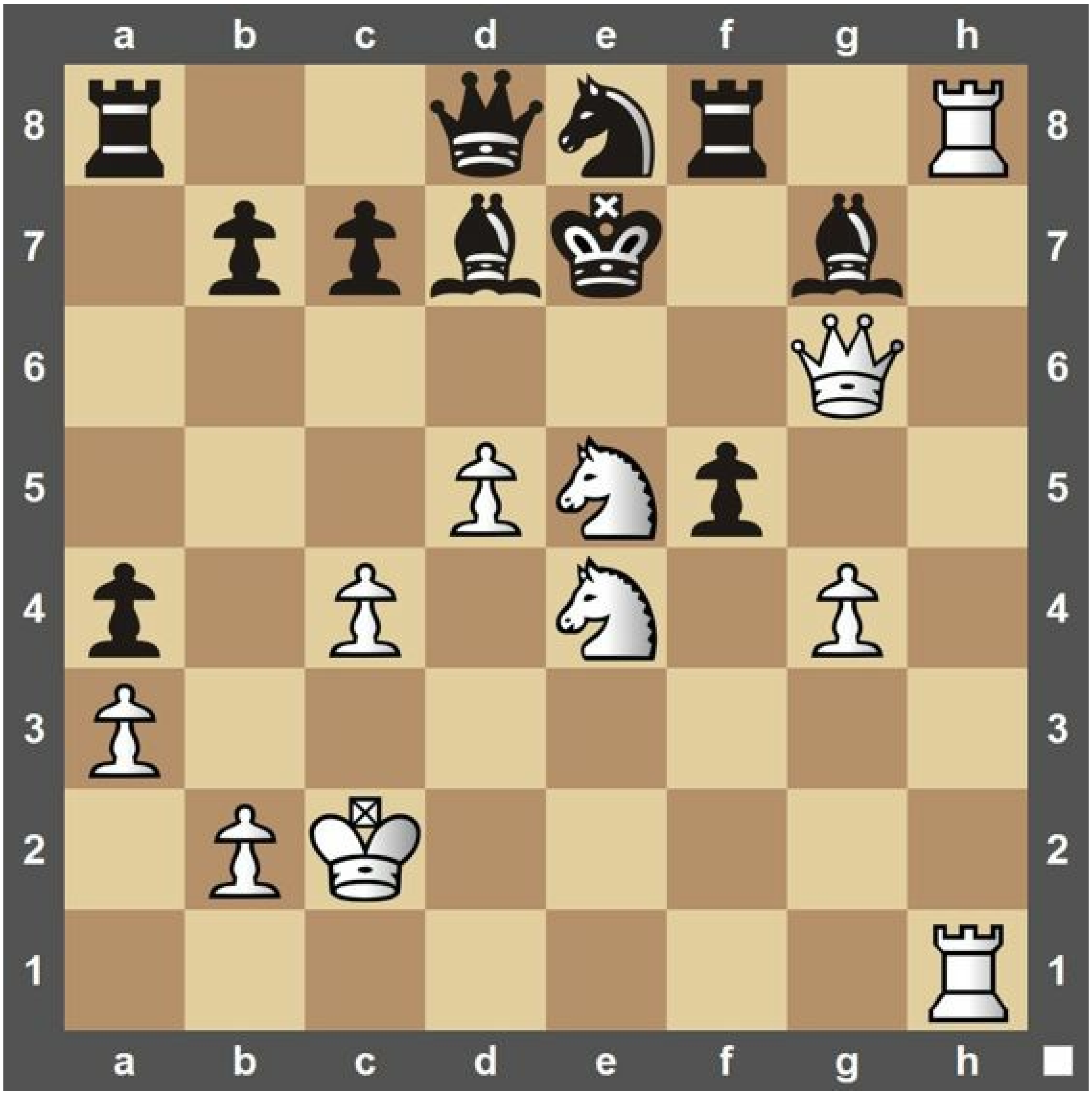
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24: 1.Qf7+ Rxf7 2.Ng6#

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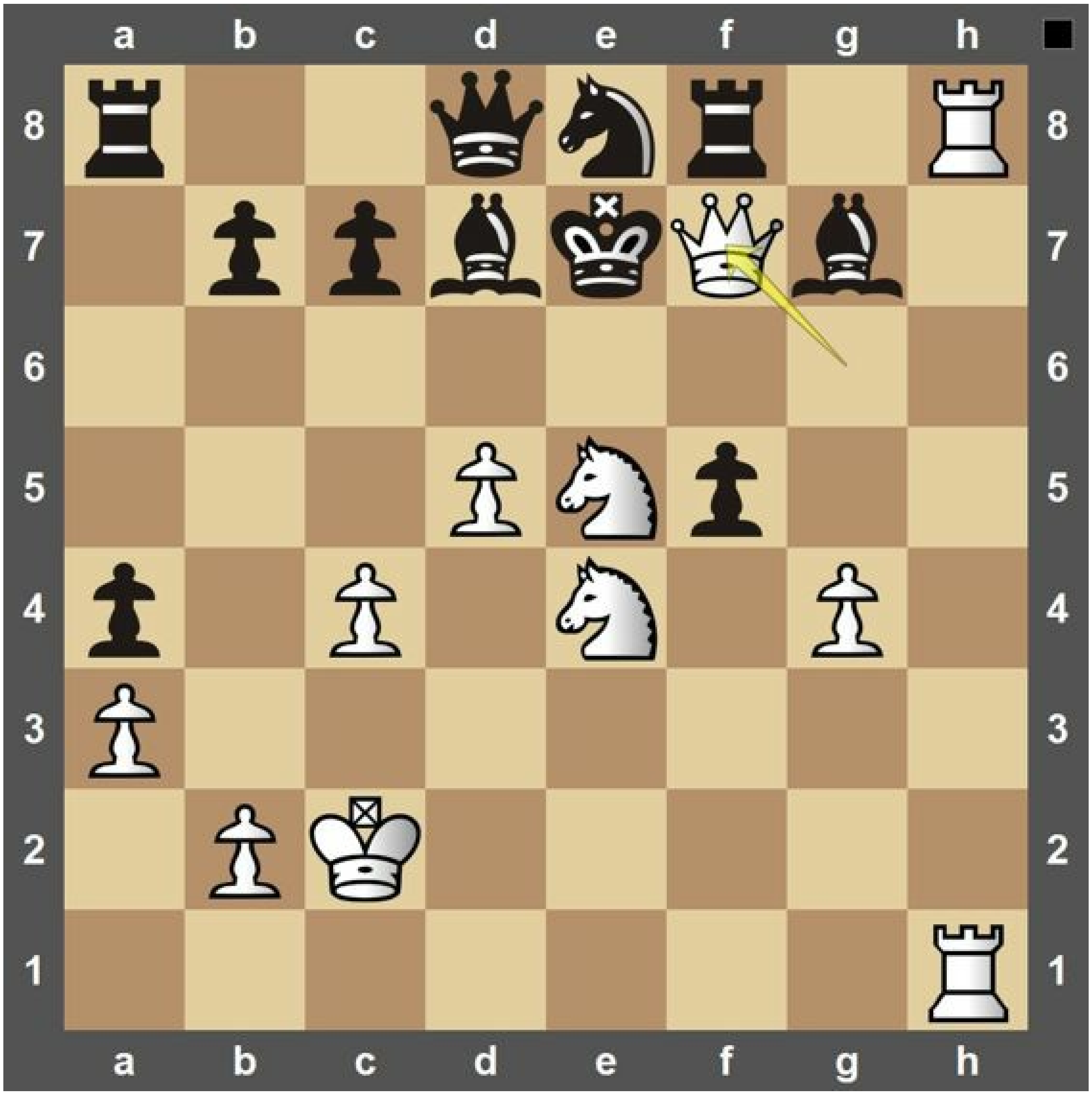
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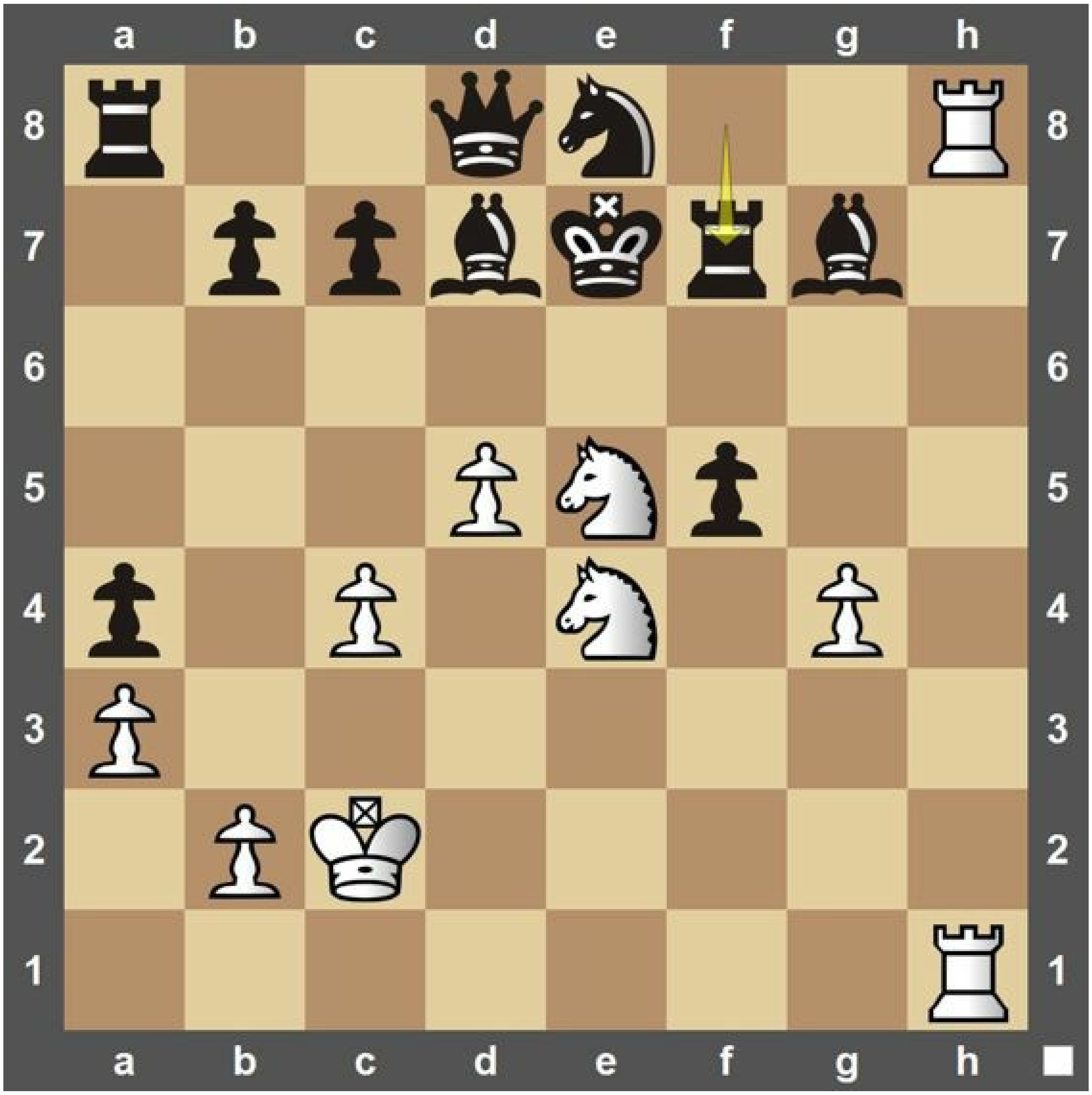
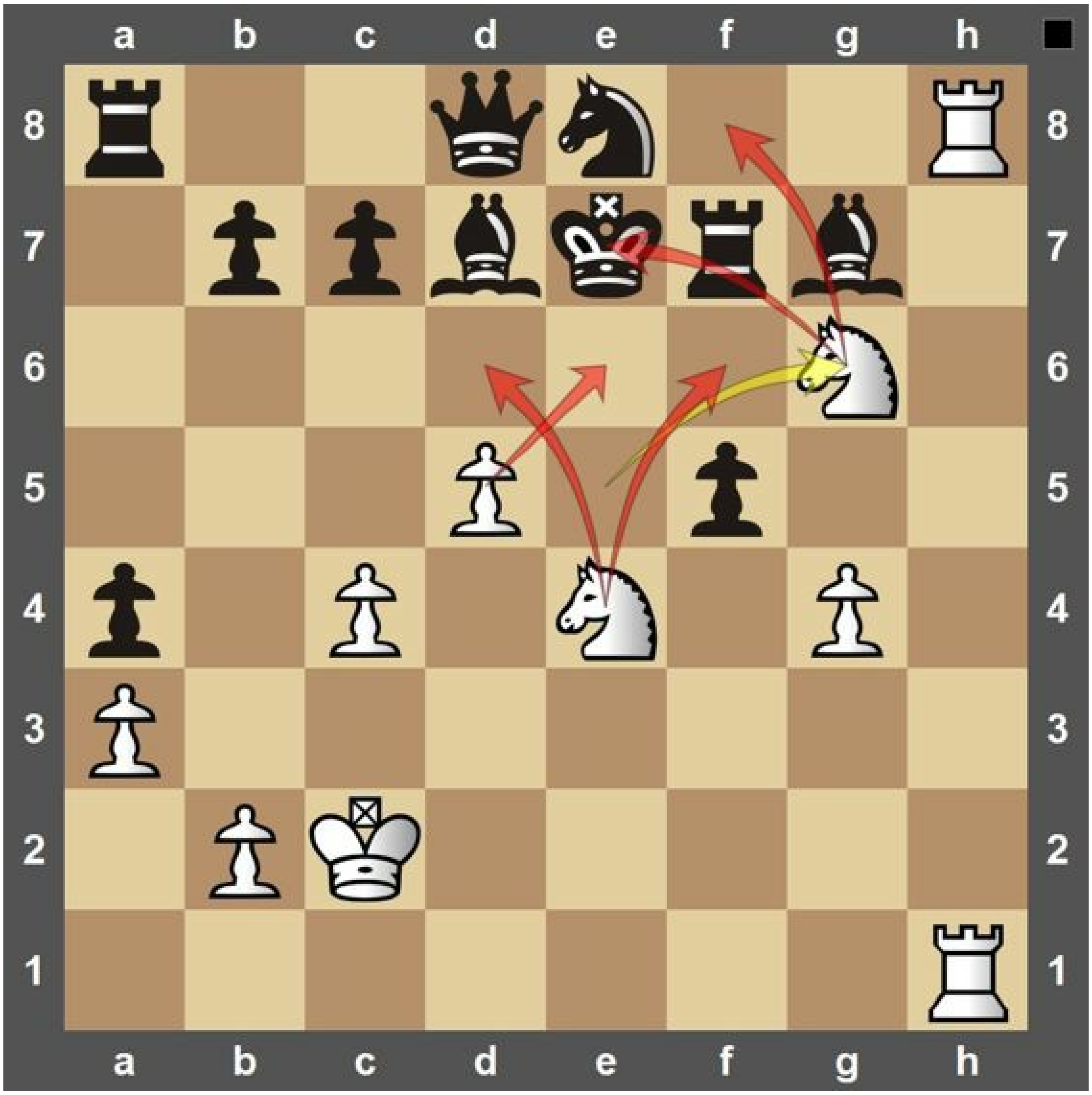
24: **1.Qf7+** Rxf7 2.Ng6#

This queen sacrifice is necessary in order to free up the e5-knight.



24: **1.Qf7+ Rxf7** 2.Ng6#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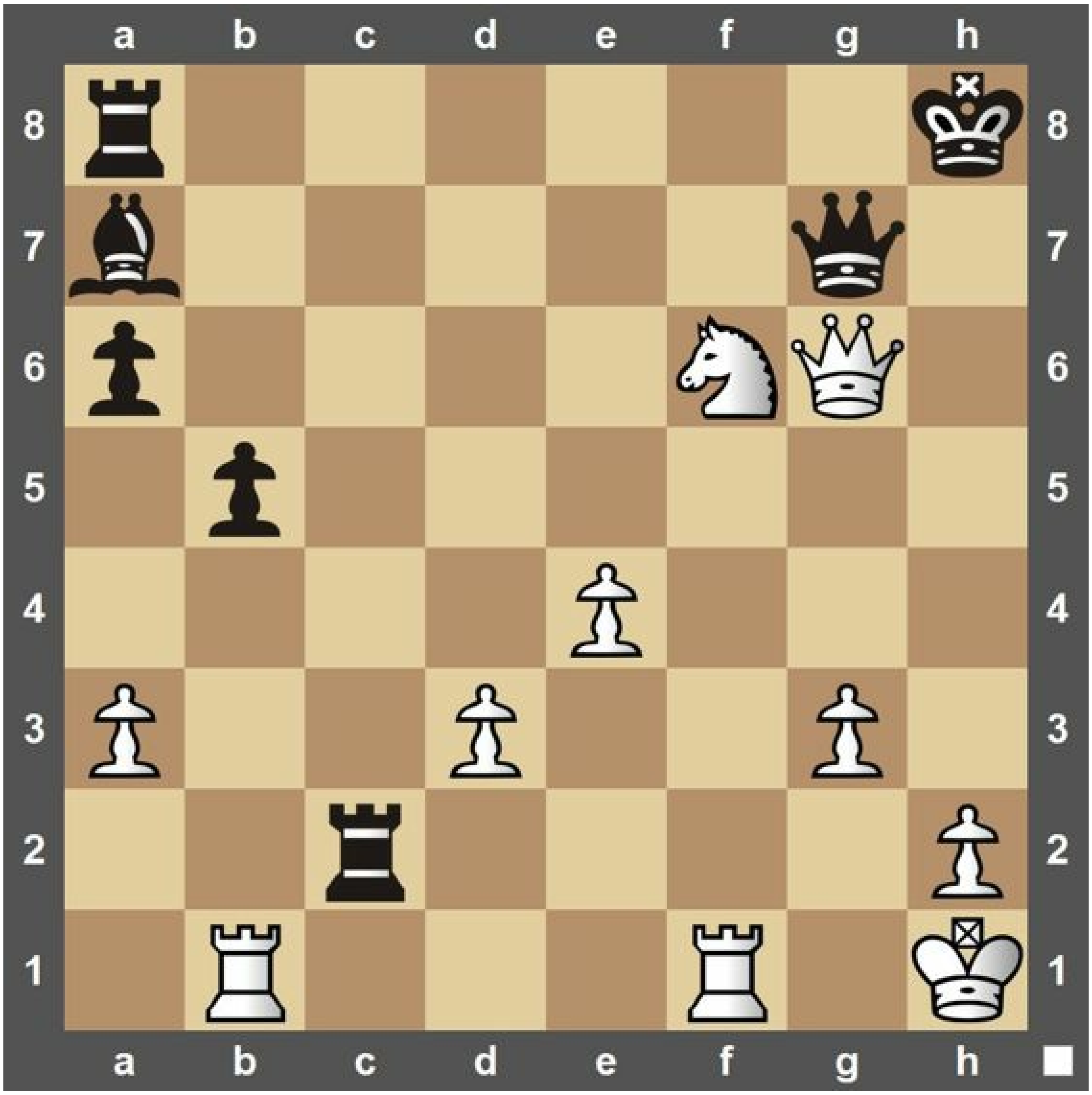
24: **1.Qf7+ Rxf7 2.Ng6#**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25: White to move.

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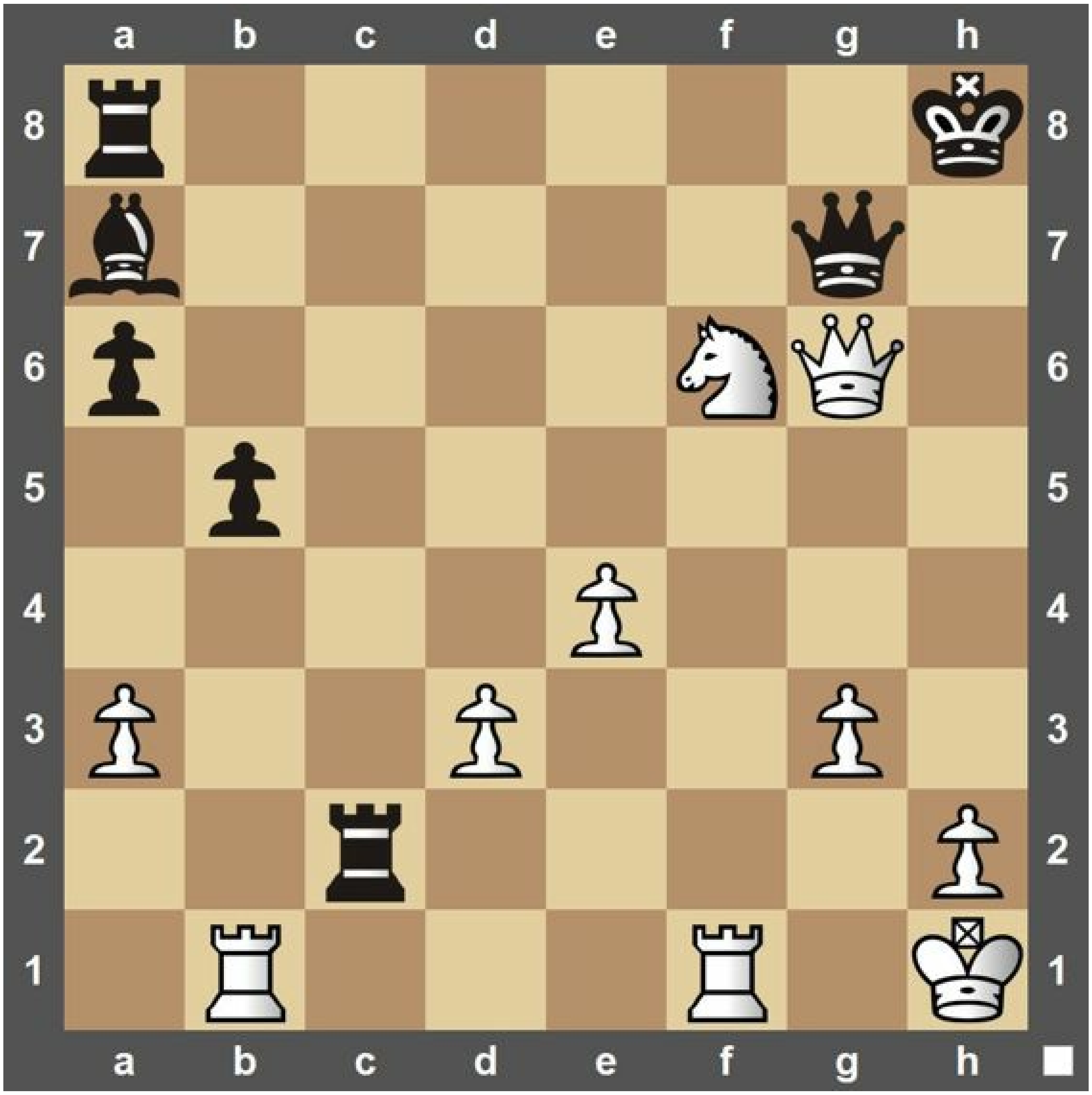

25: 1.Qh5+ Qh7 [1...Qh6 2.Qxh6#] 2.Qxh7#

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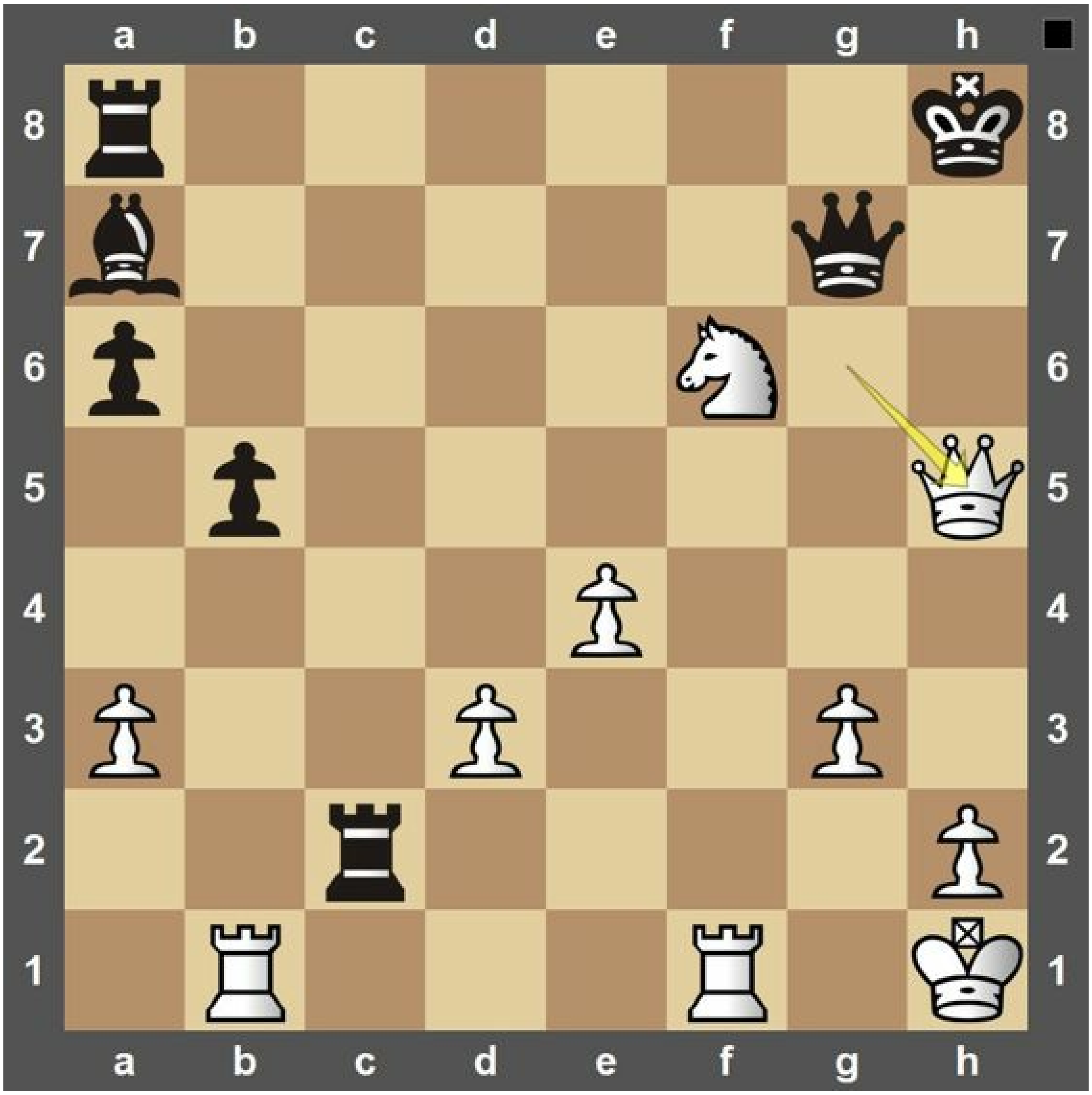
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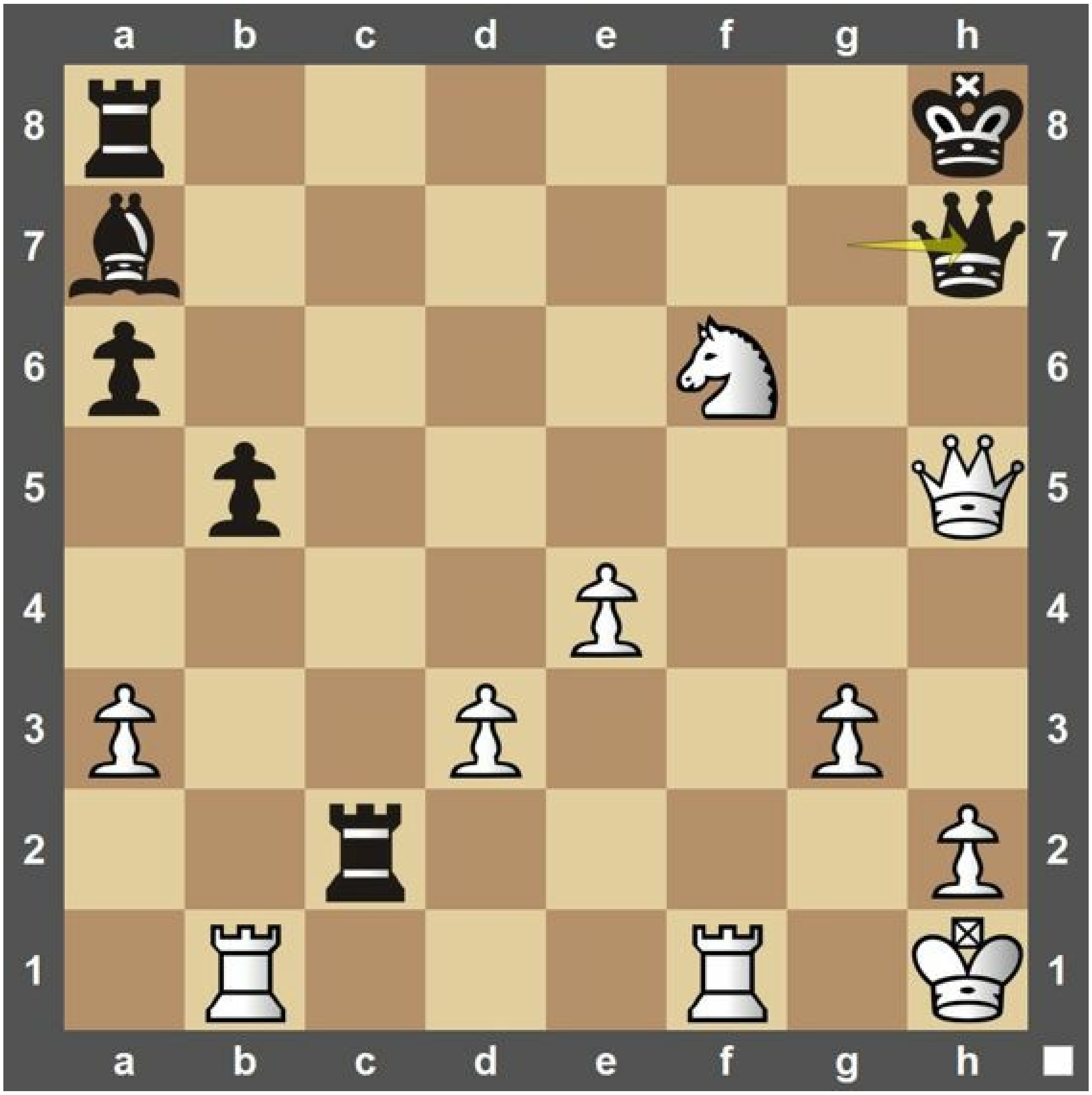
25: **1.Qh5+** Qh7 [1...Qh6 2.Qxh6#] 2.Qxh7#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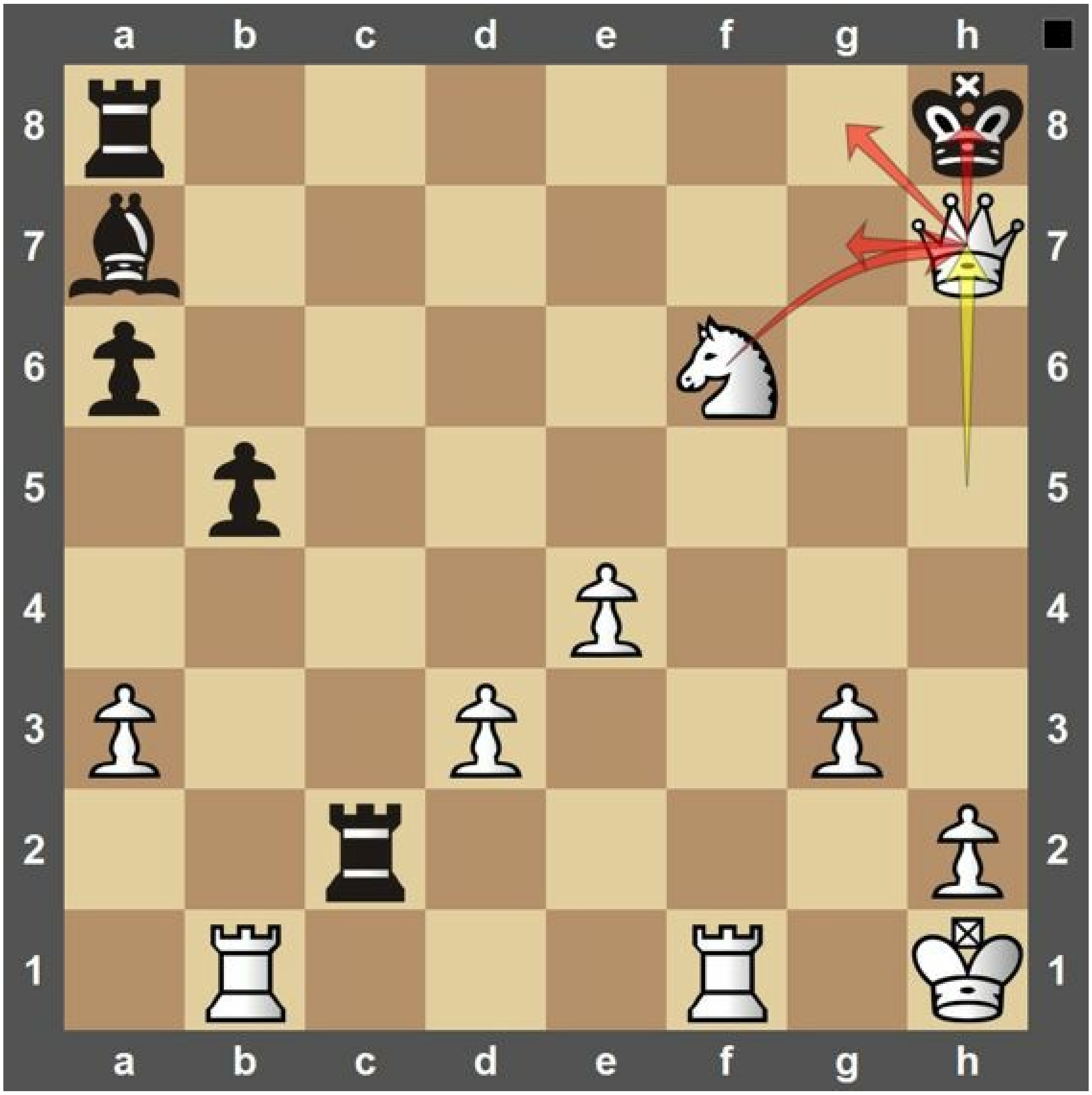
25: **1.Qh5+ Qh7** [1...Qh6 2.Qxh6#] 2.Qxh7#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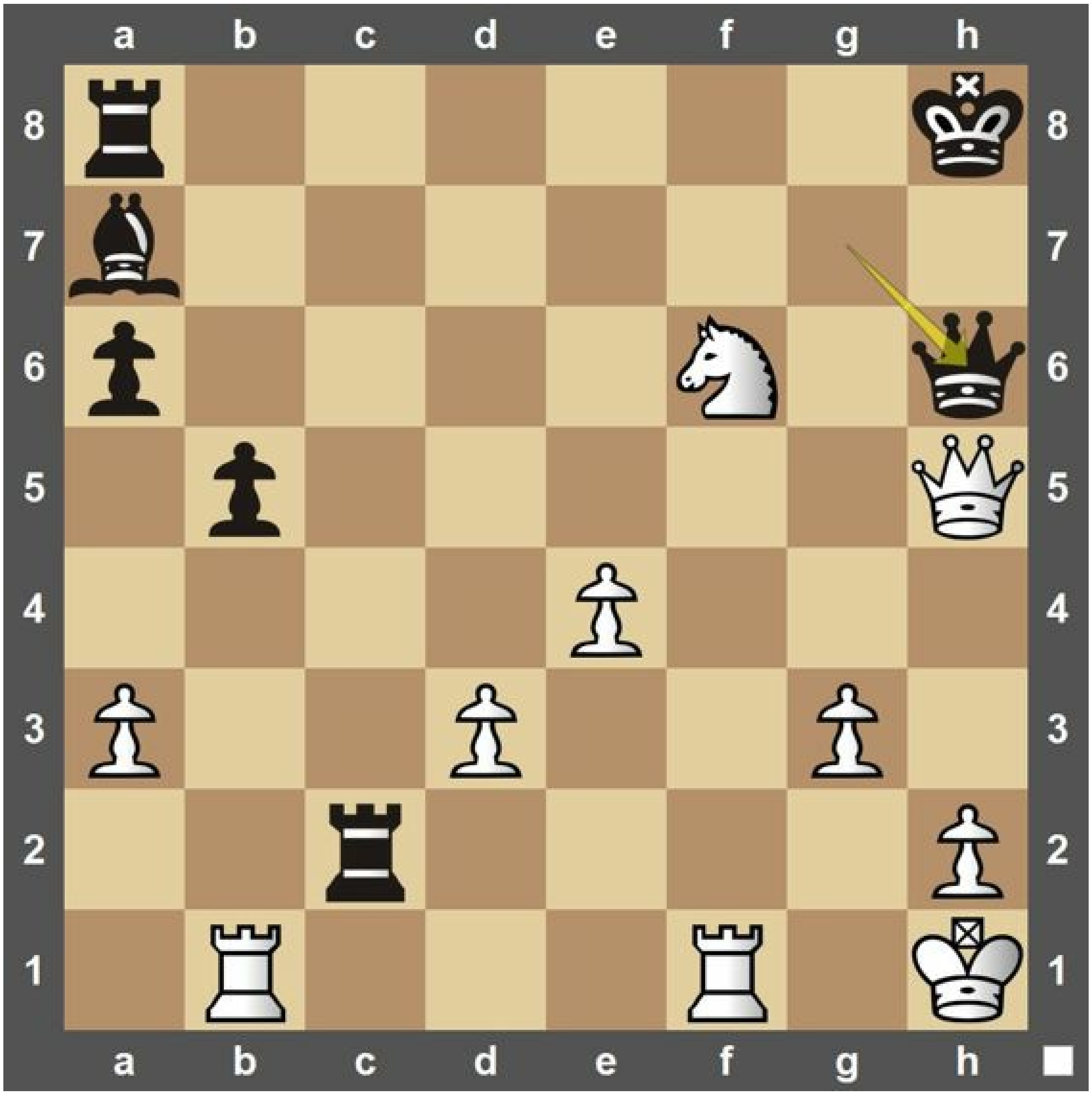
25: **1.Qh5+ Qh7** [1...Qh6 2.Qxh6#] **2.Qxh7#**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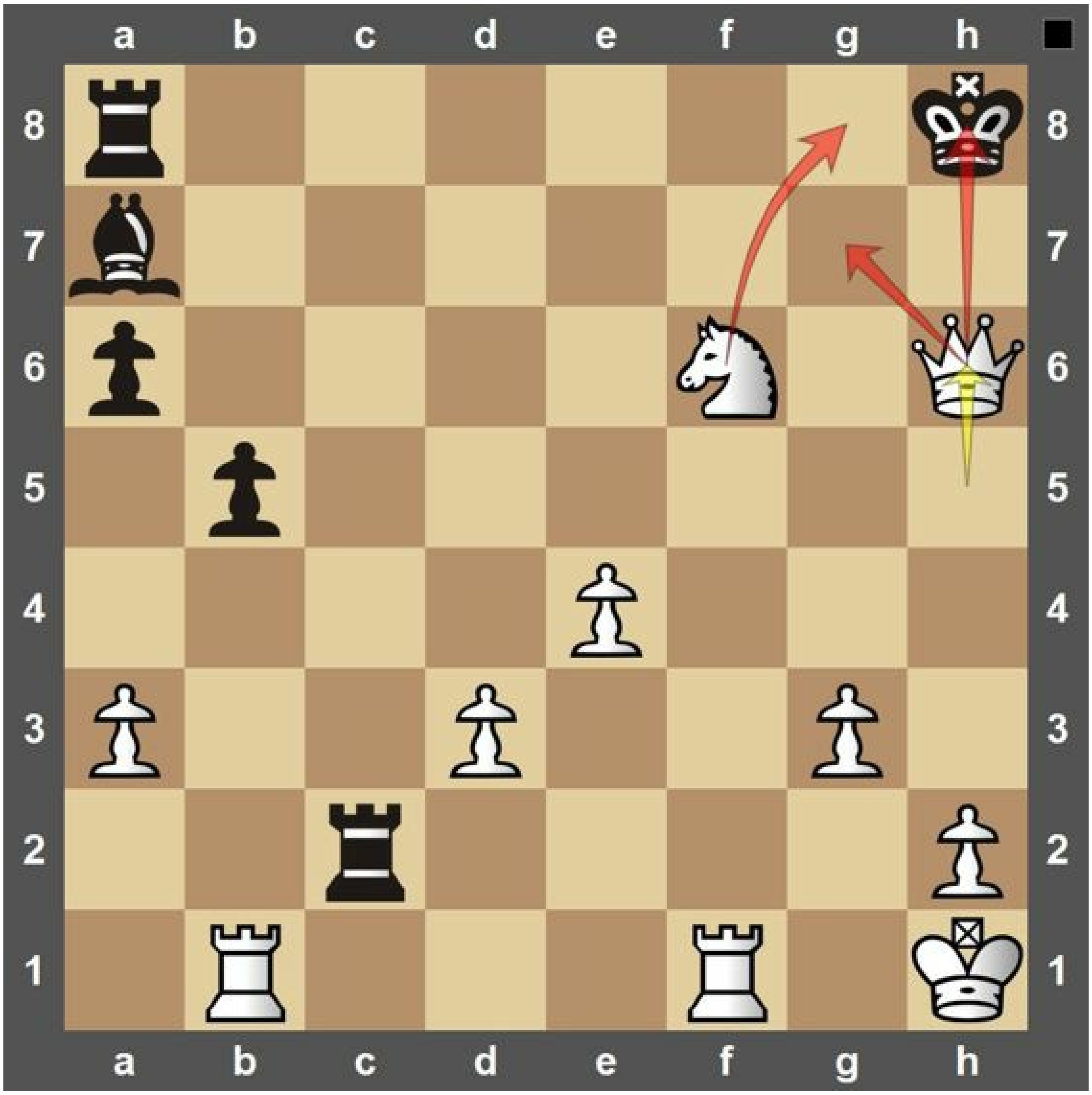
25: **1.Qh5+** Qh7 [**1...Qh6** 2.Qxh6#] 2.Qxh7#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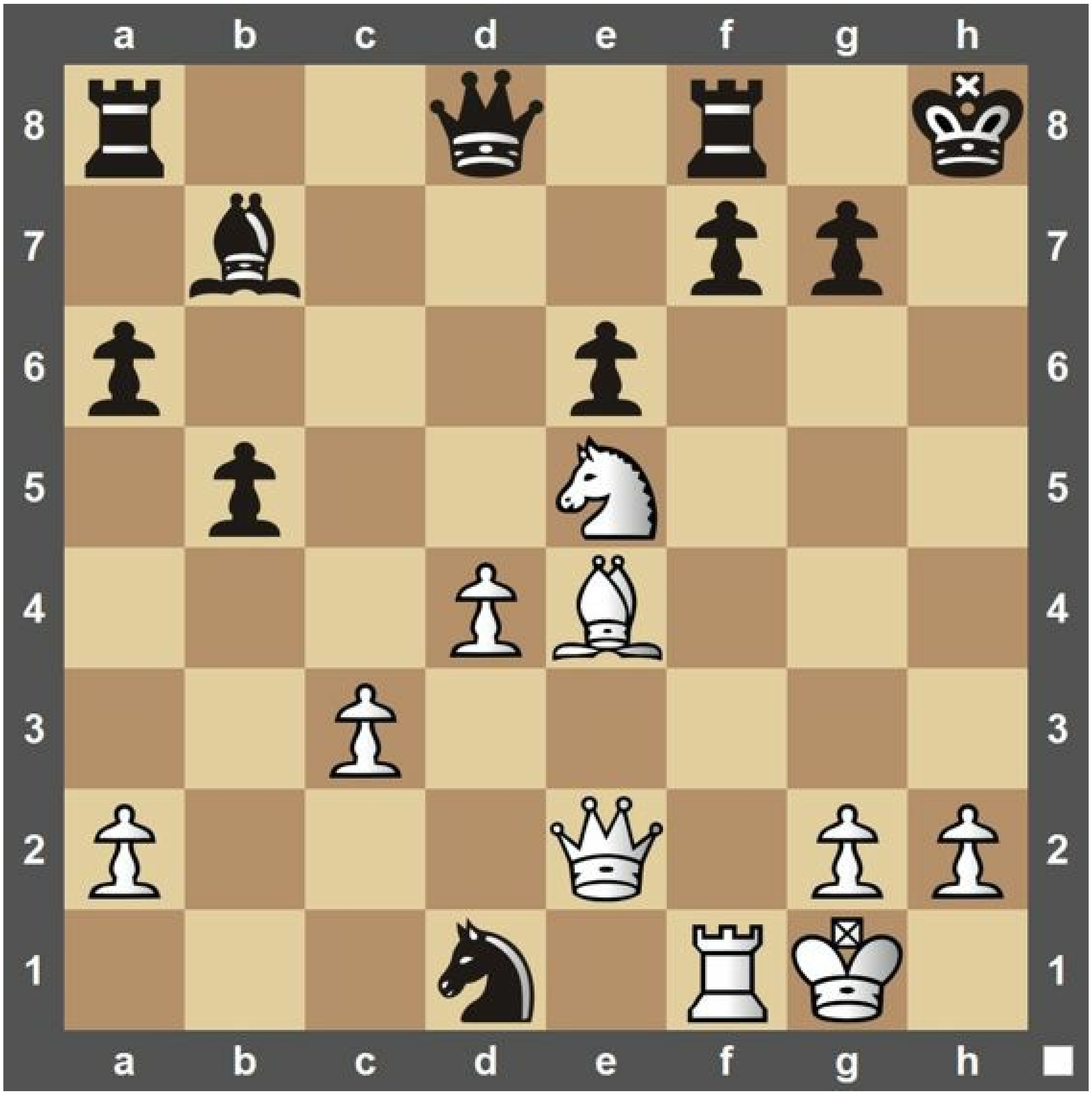
25: **1.Qh5+** Qh7 [**1...Qh6 2.Qxh6#**] 2.Qxh7#



26: White to move.

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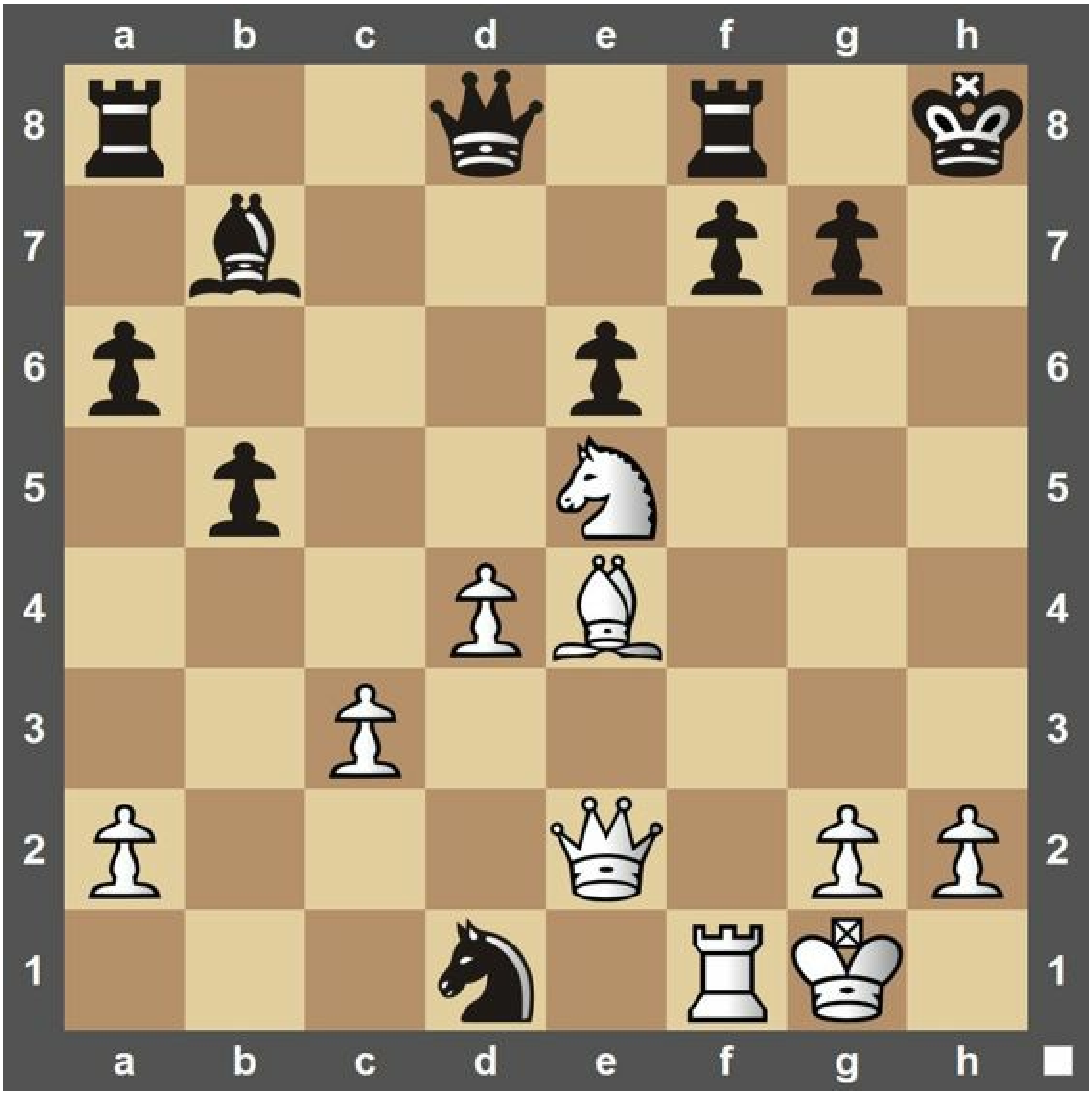
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26: 1.Qh5+ Kg8 2.Qh7#

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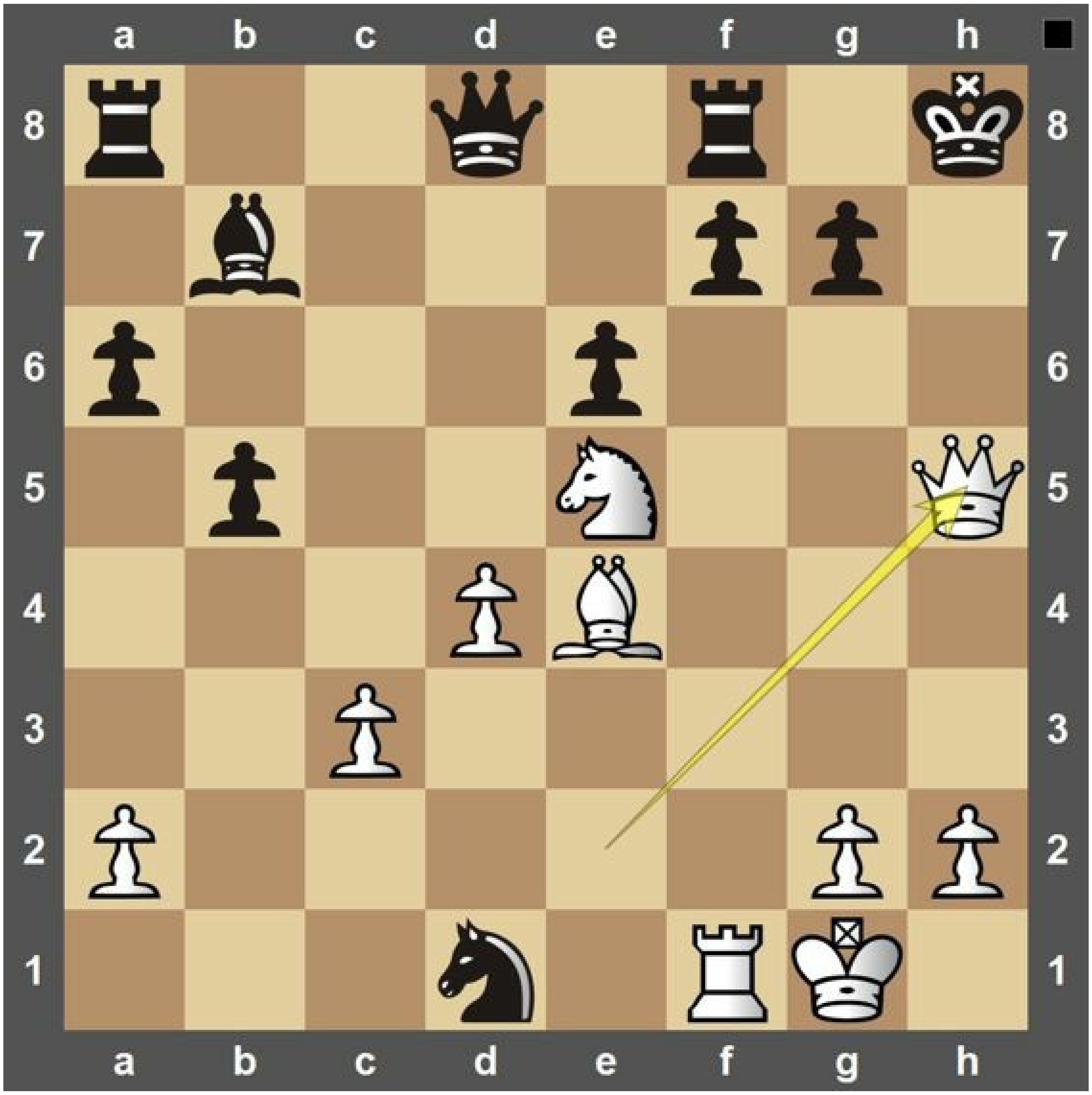
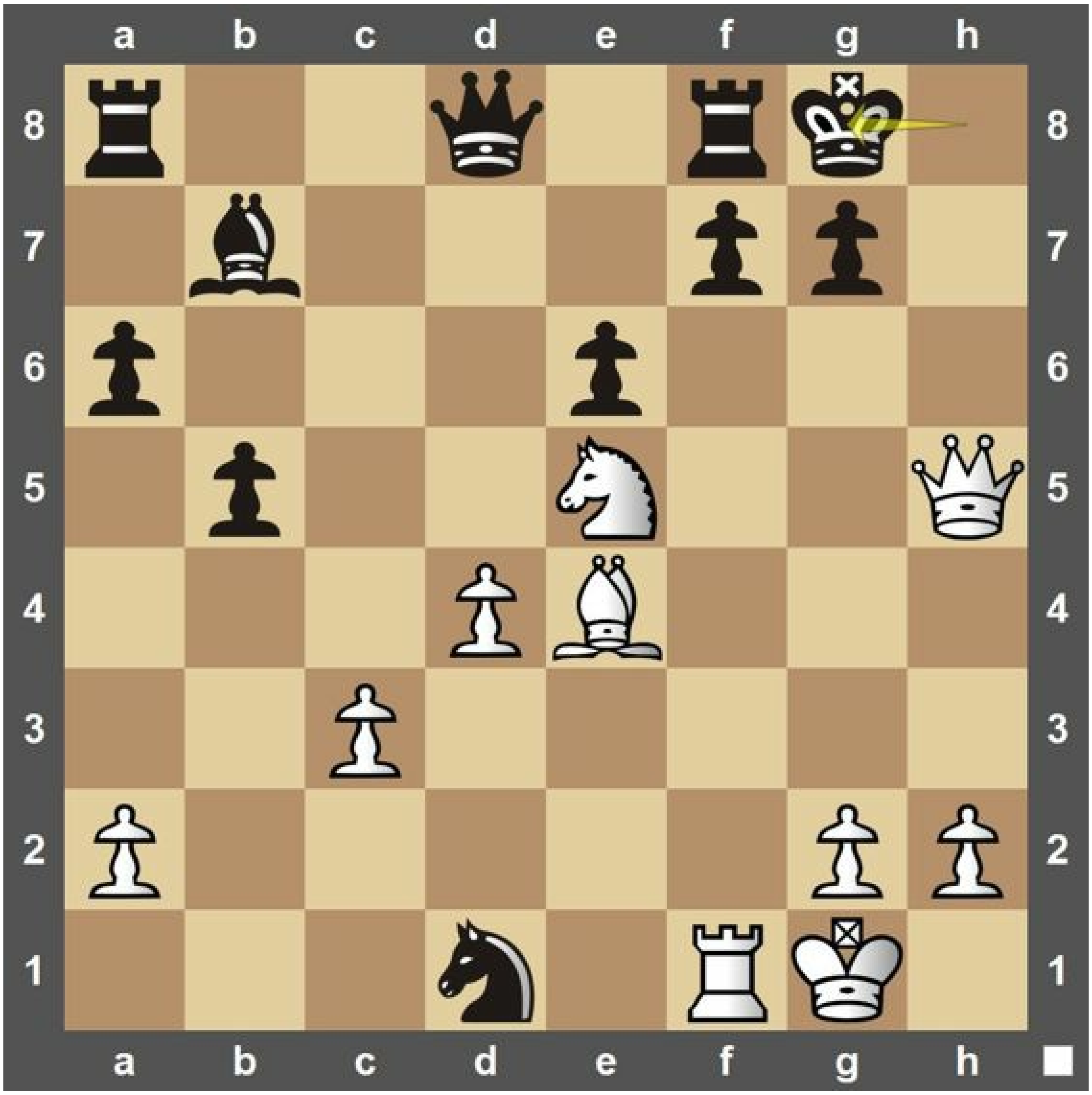
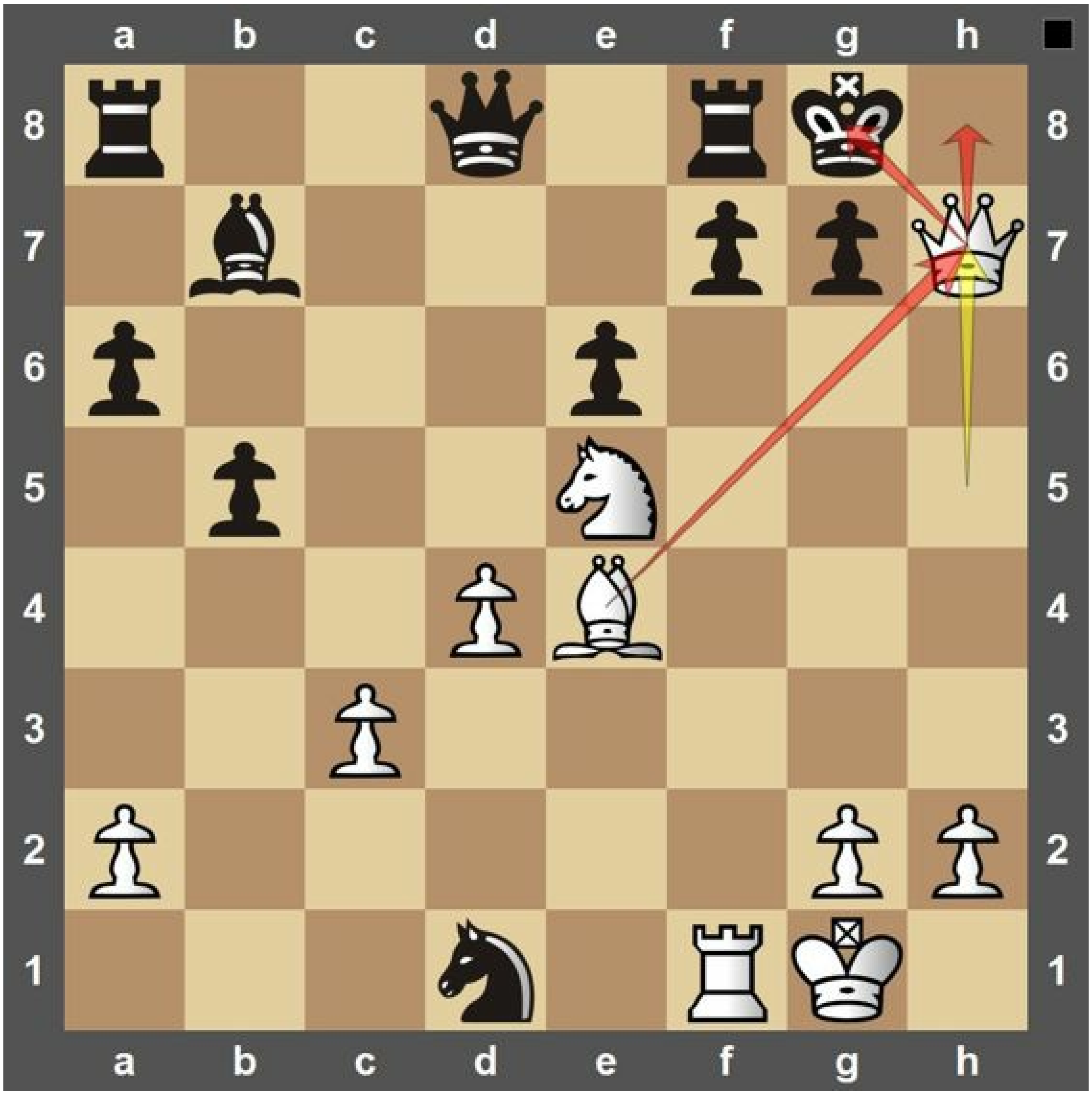


26: **1.Qh5+** Kg8 2.Qh7#



26: **1.Qh5+ Kg8** 2.Qh7#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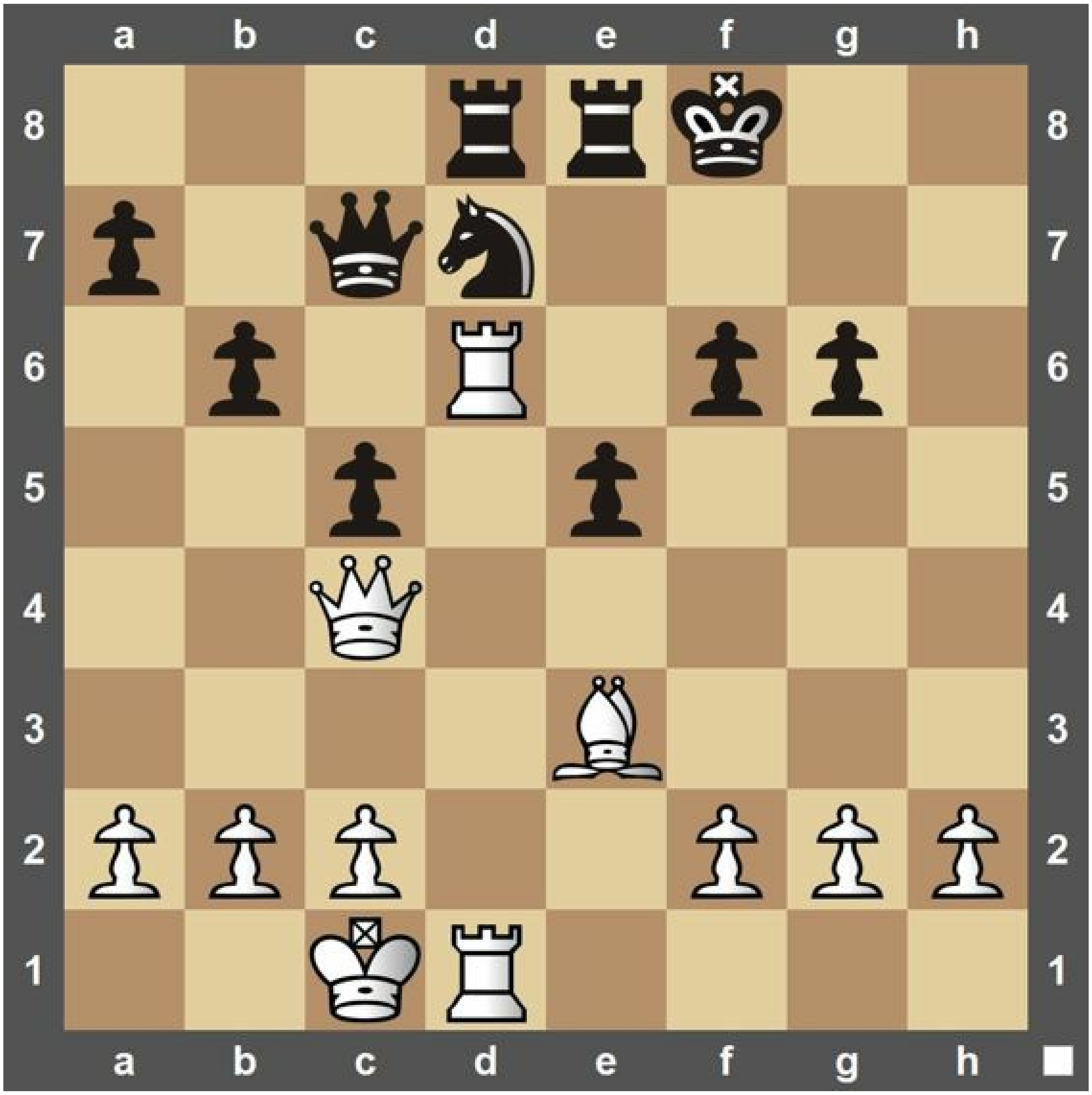
26: **1.Qh5+ Kg8 2.Qh7#**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27: White to move.

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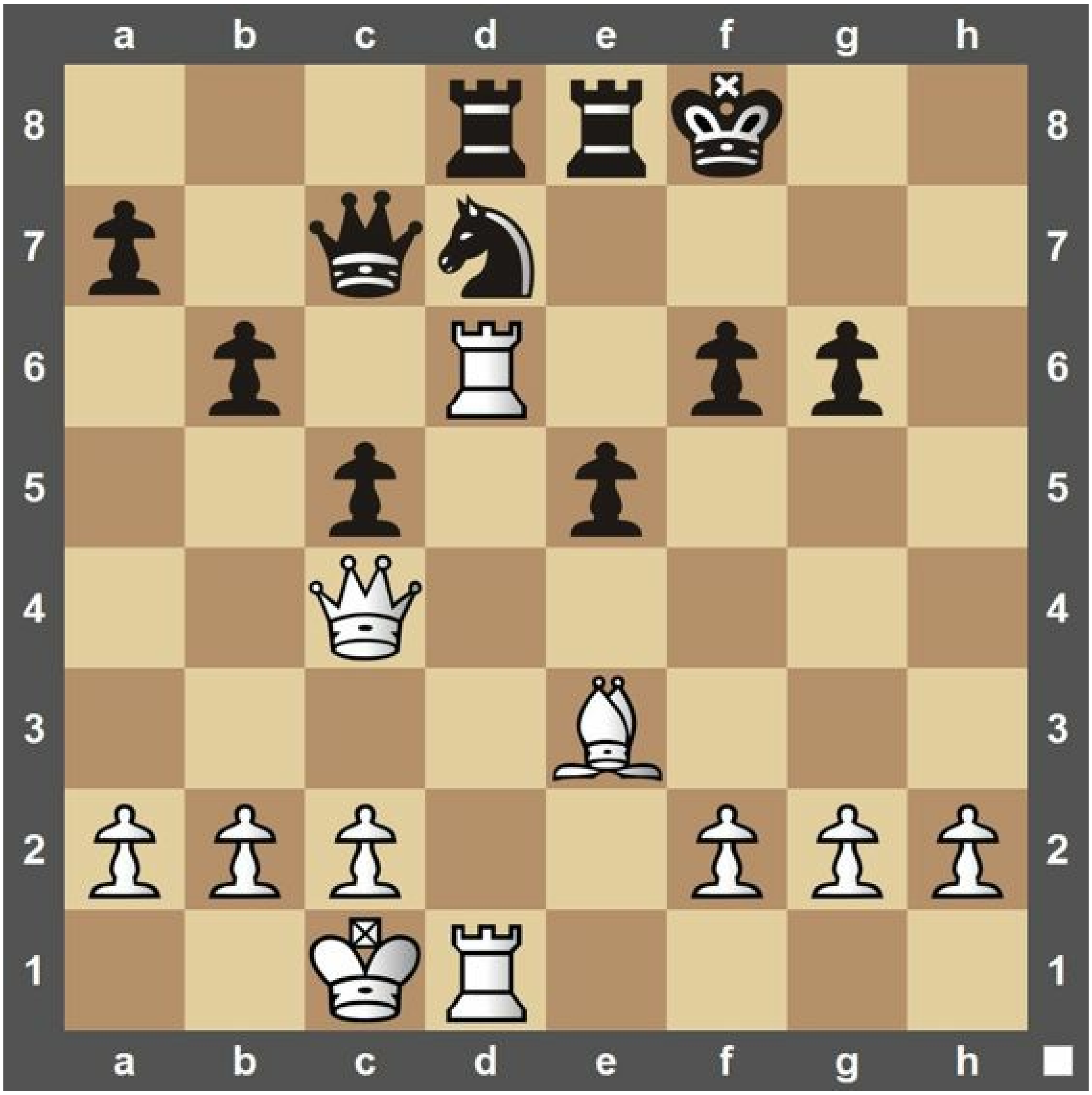
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27: 1.Bh6+ Ke7 2.Qe6#

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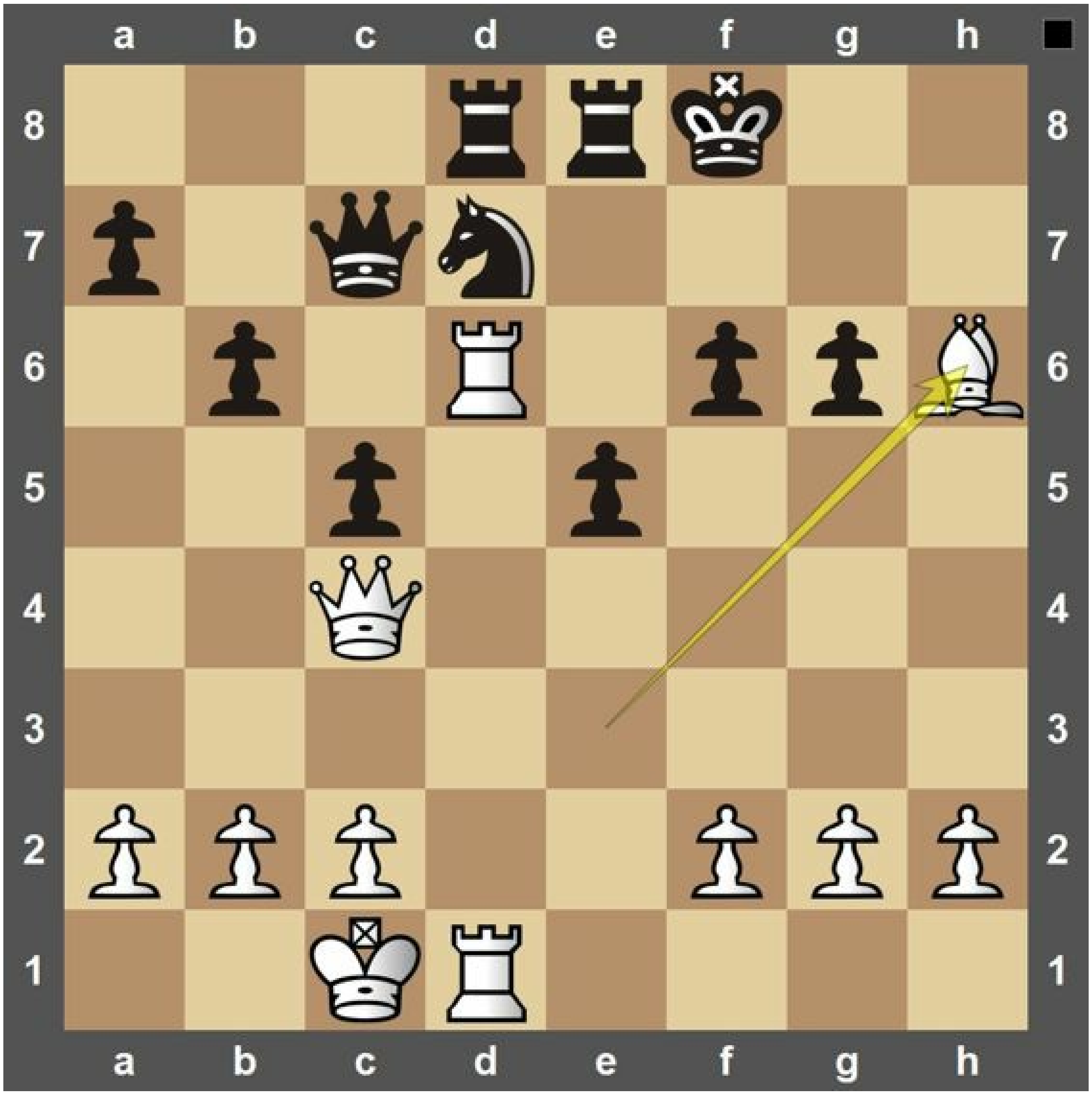
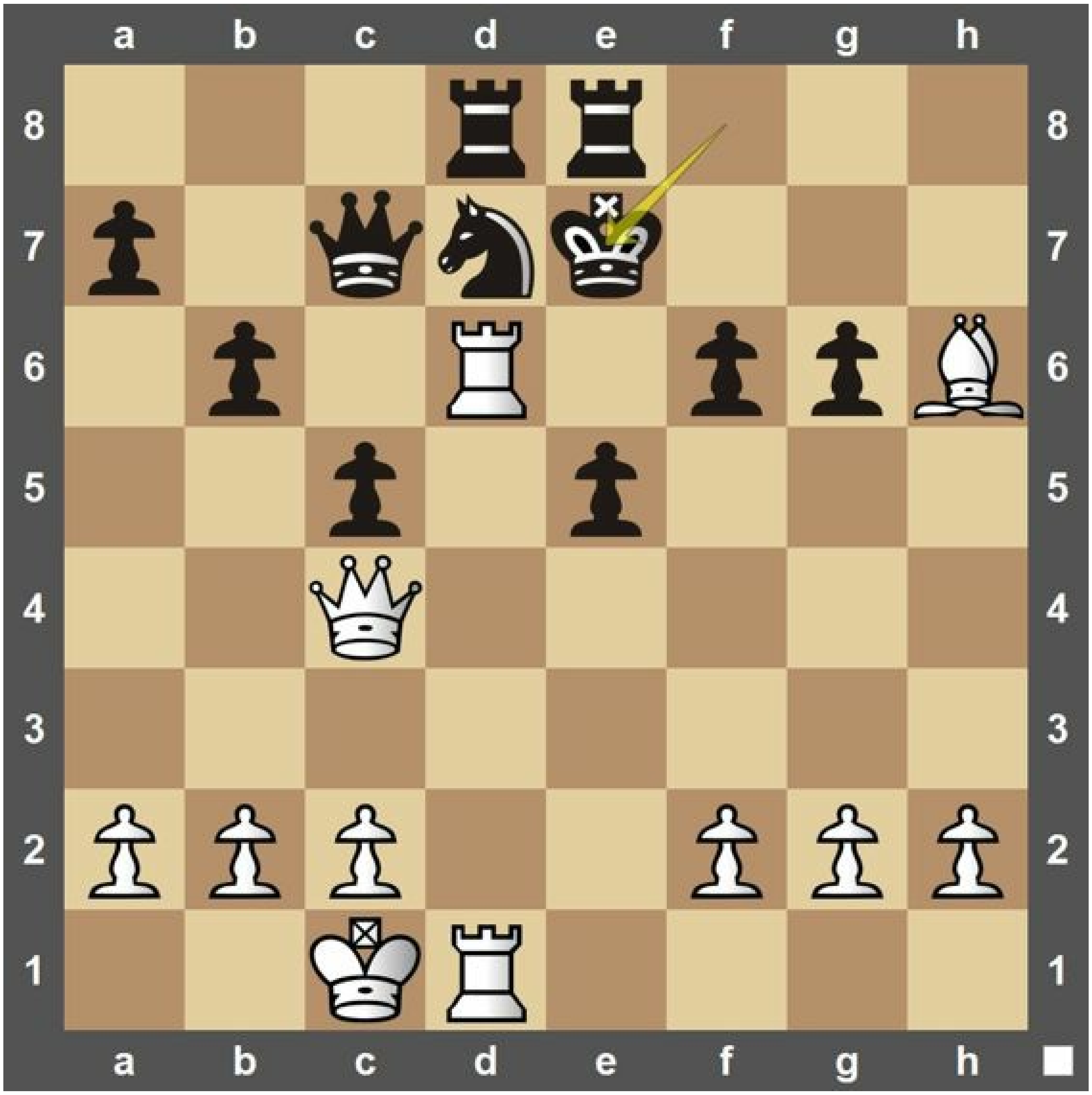


27: **1.Bh6+** Ke7 2.Qe6#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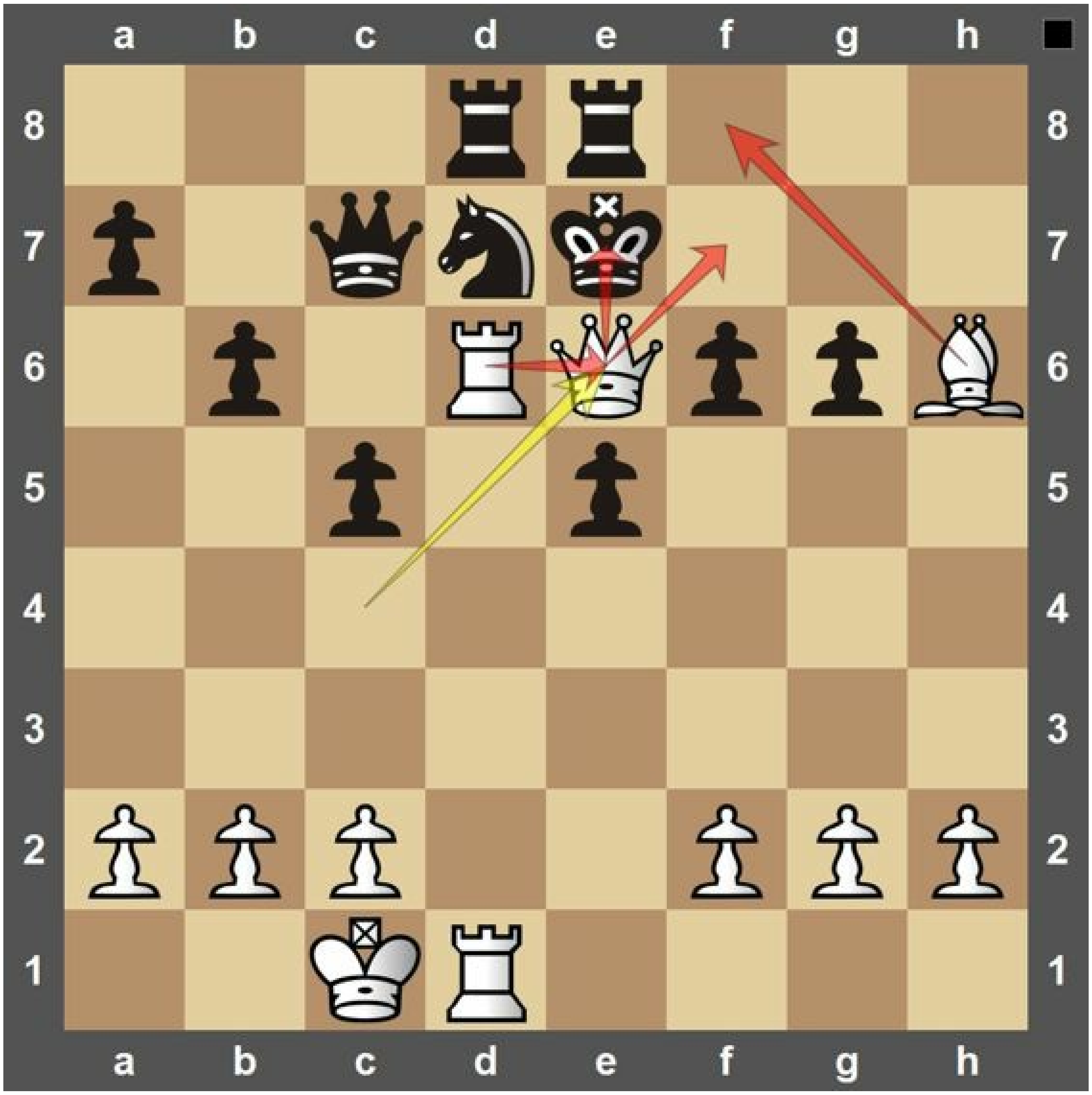
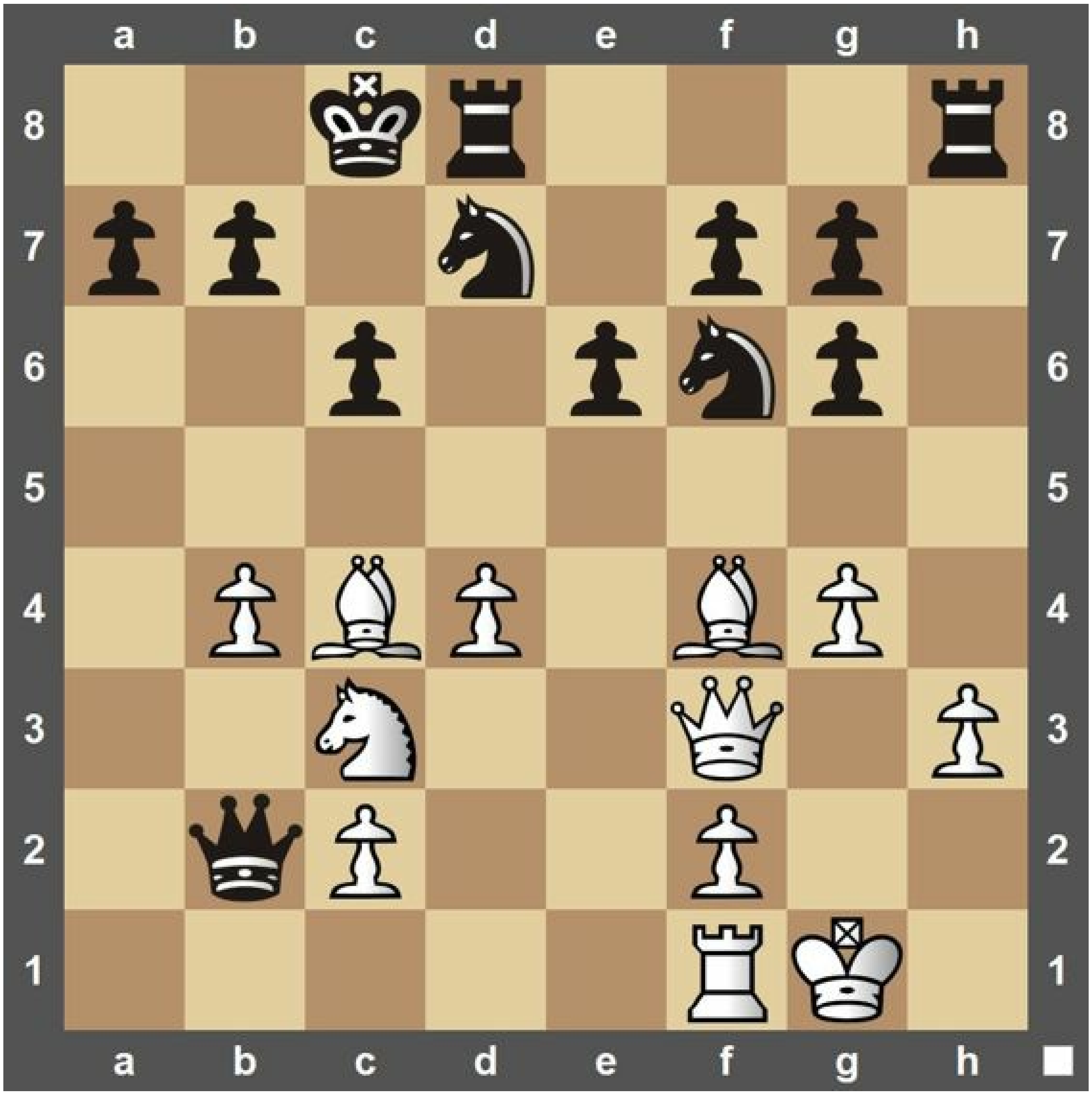
27: **1.Bh6+ Ke7** 2.Qe6#



27: **1.Bh6+ Ke7 2.Qe6#**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28: White to move.

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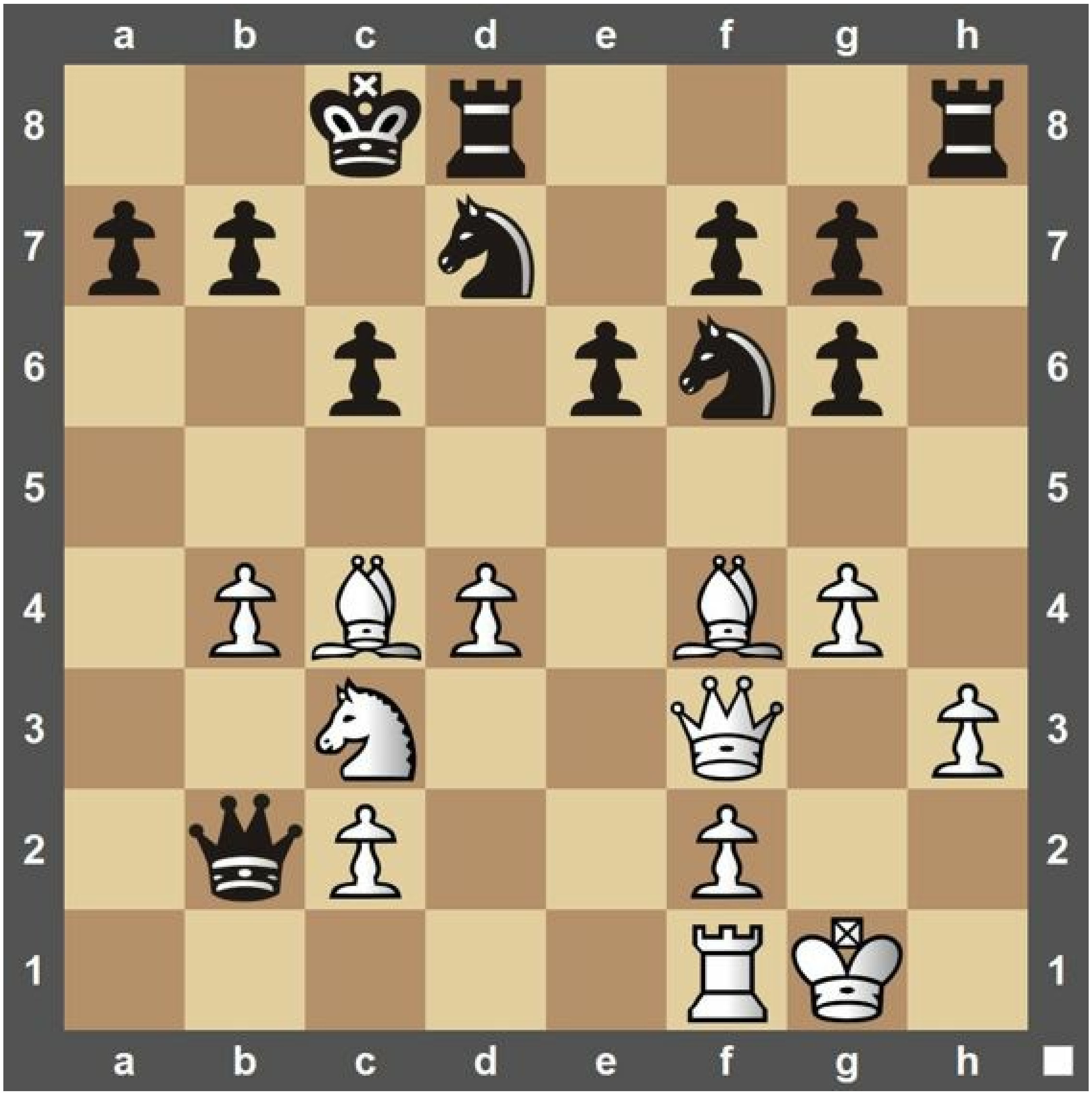

28: 1.Qxc6+ bxc6 2.Ba6#

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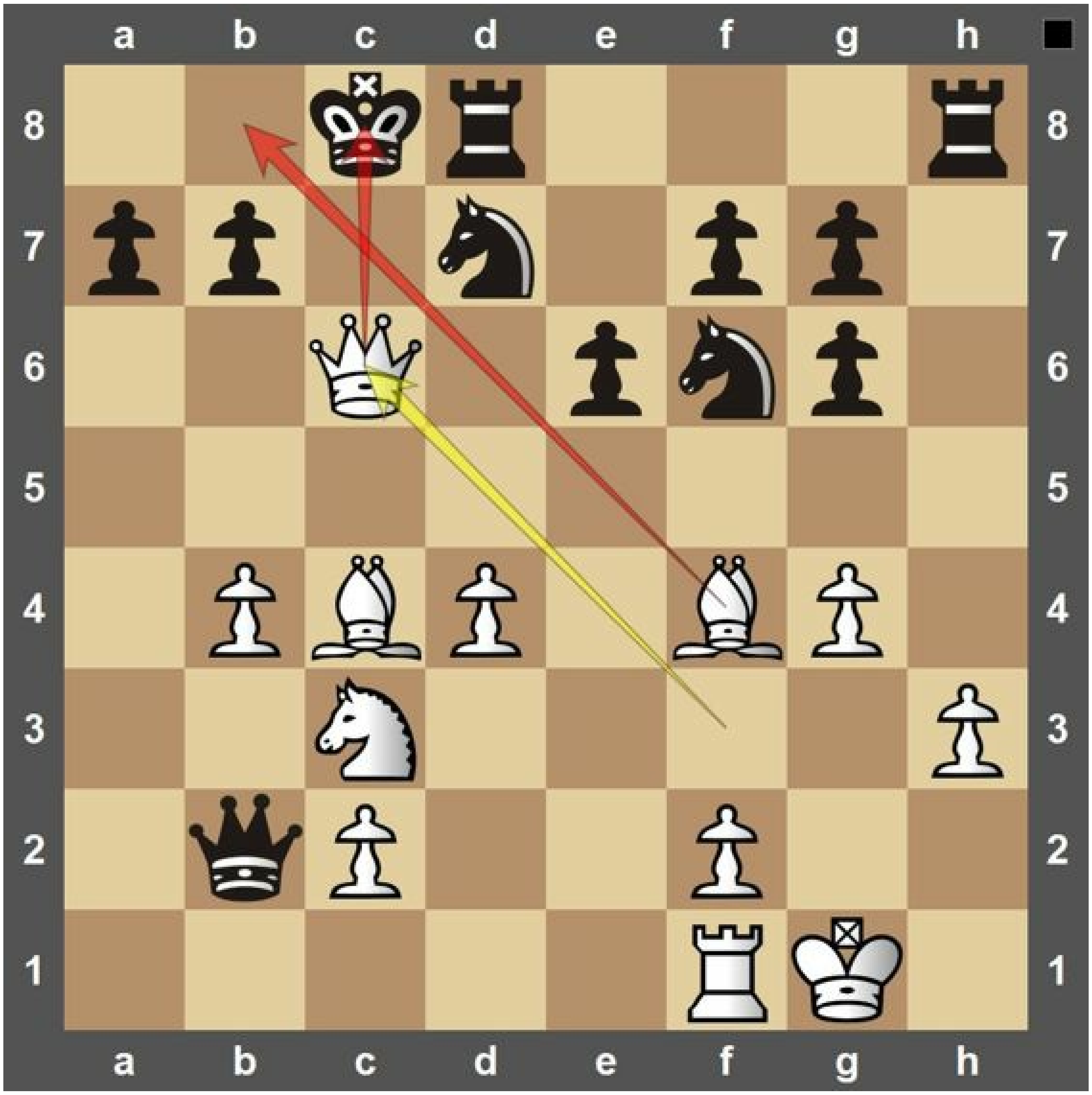

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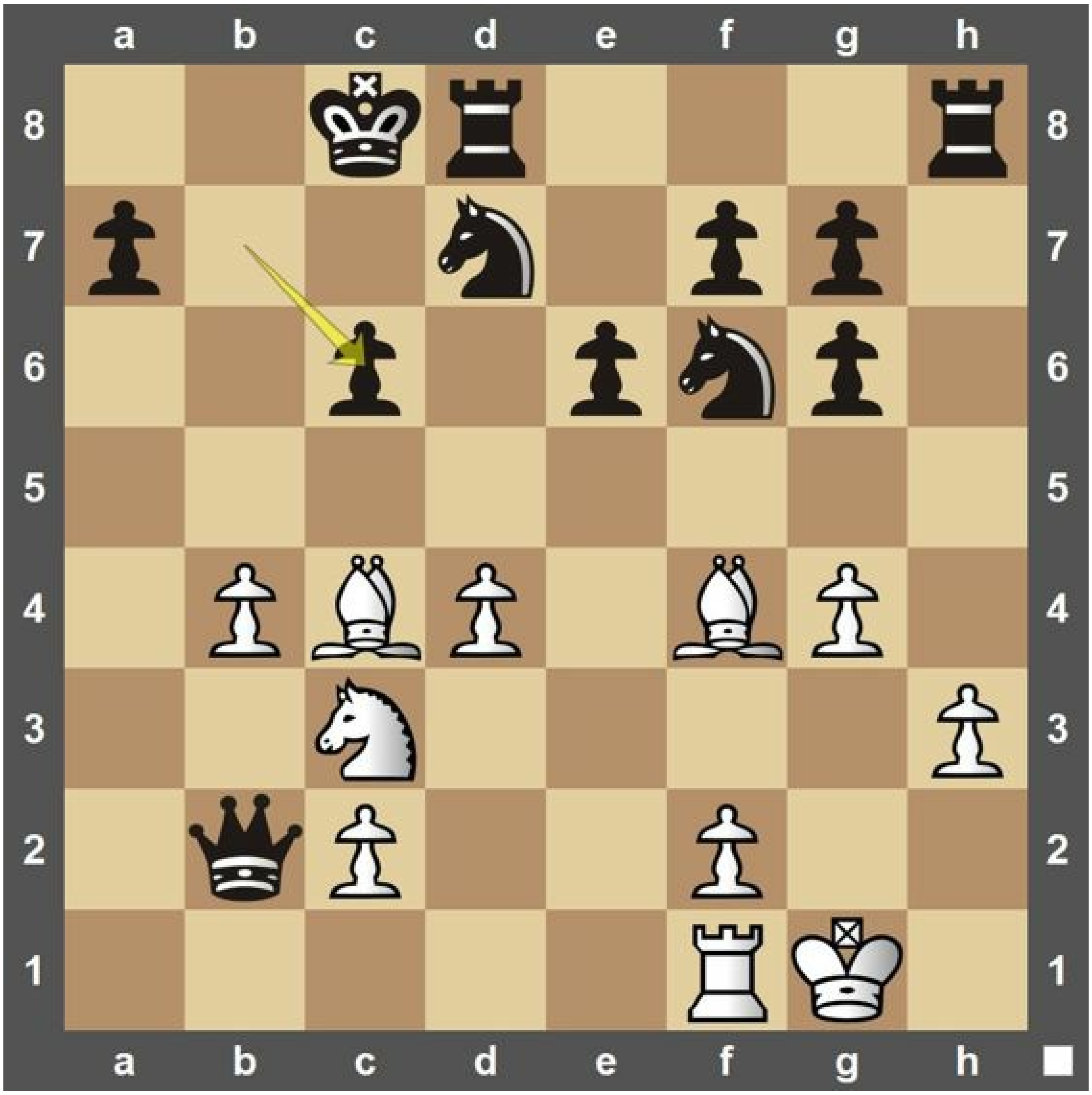
28: **1.Qxc6+** bxc6 2.Ba6#

The purpose for this queen sacrifice is to clear the b7-square.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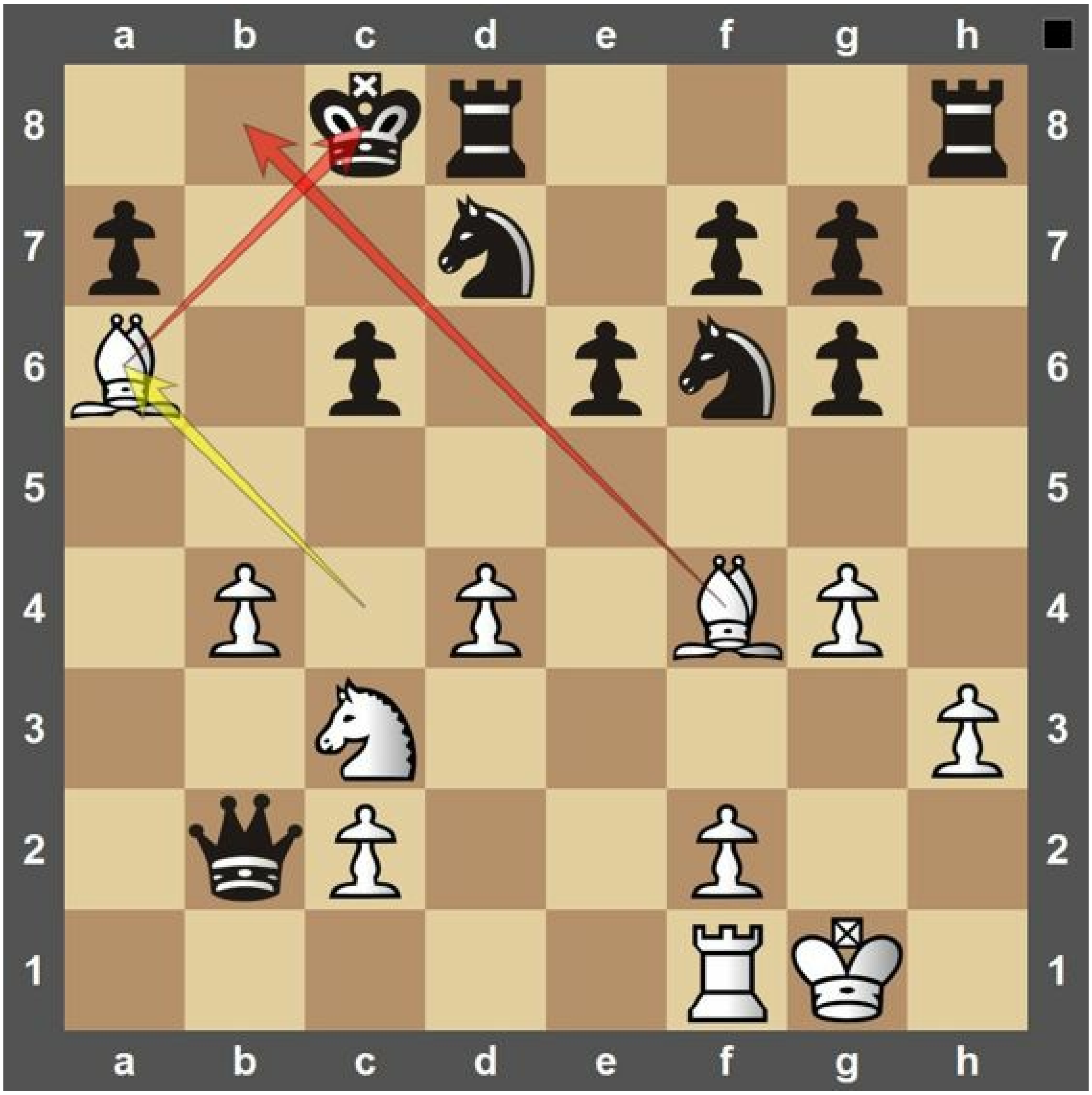
28: **1.Qxc6+ bxc6** 2.Ba6#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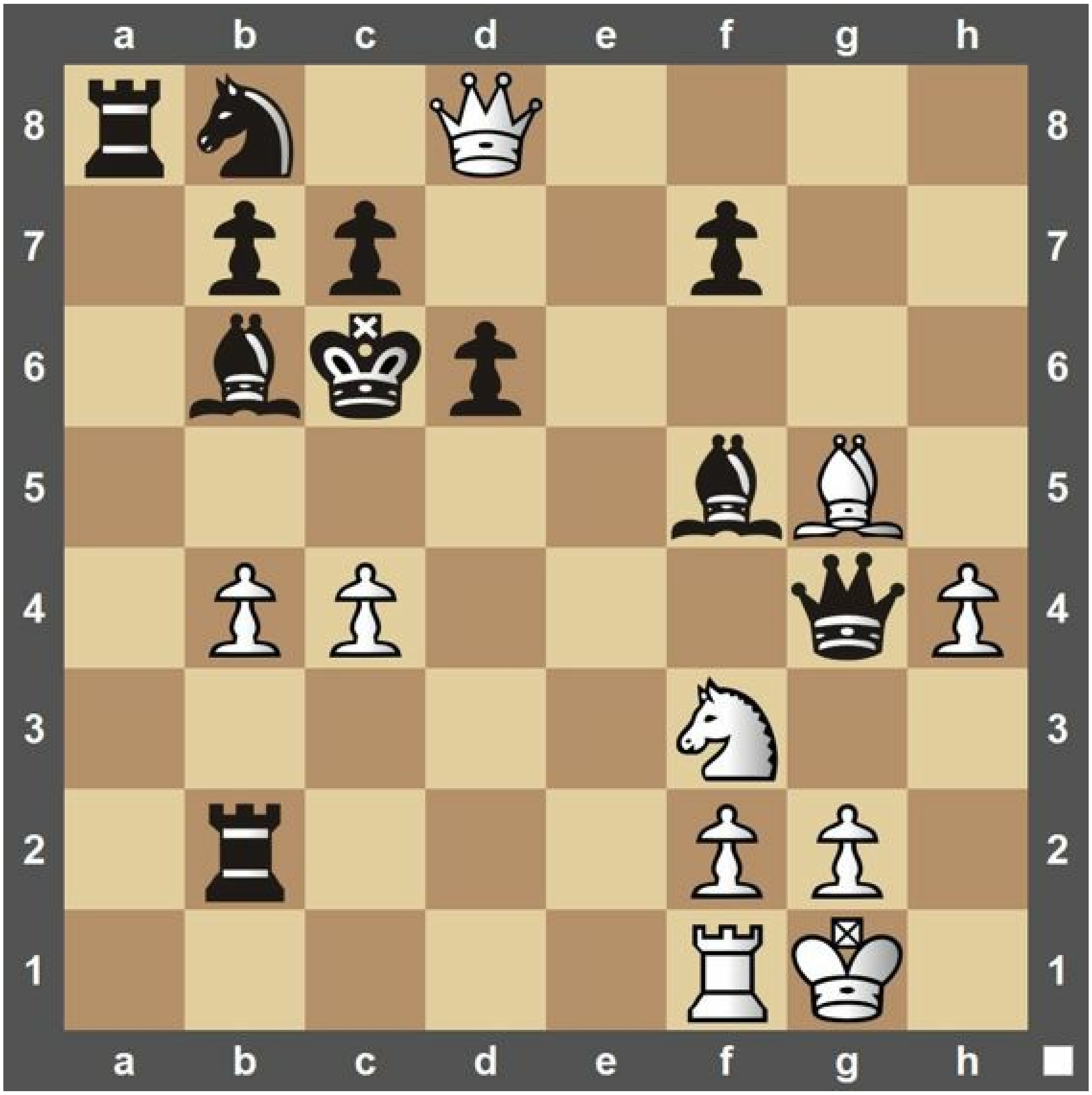
28: **1.Qxc6+ bxc6 2.Ba6#**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29: White to move.

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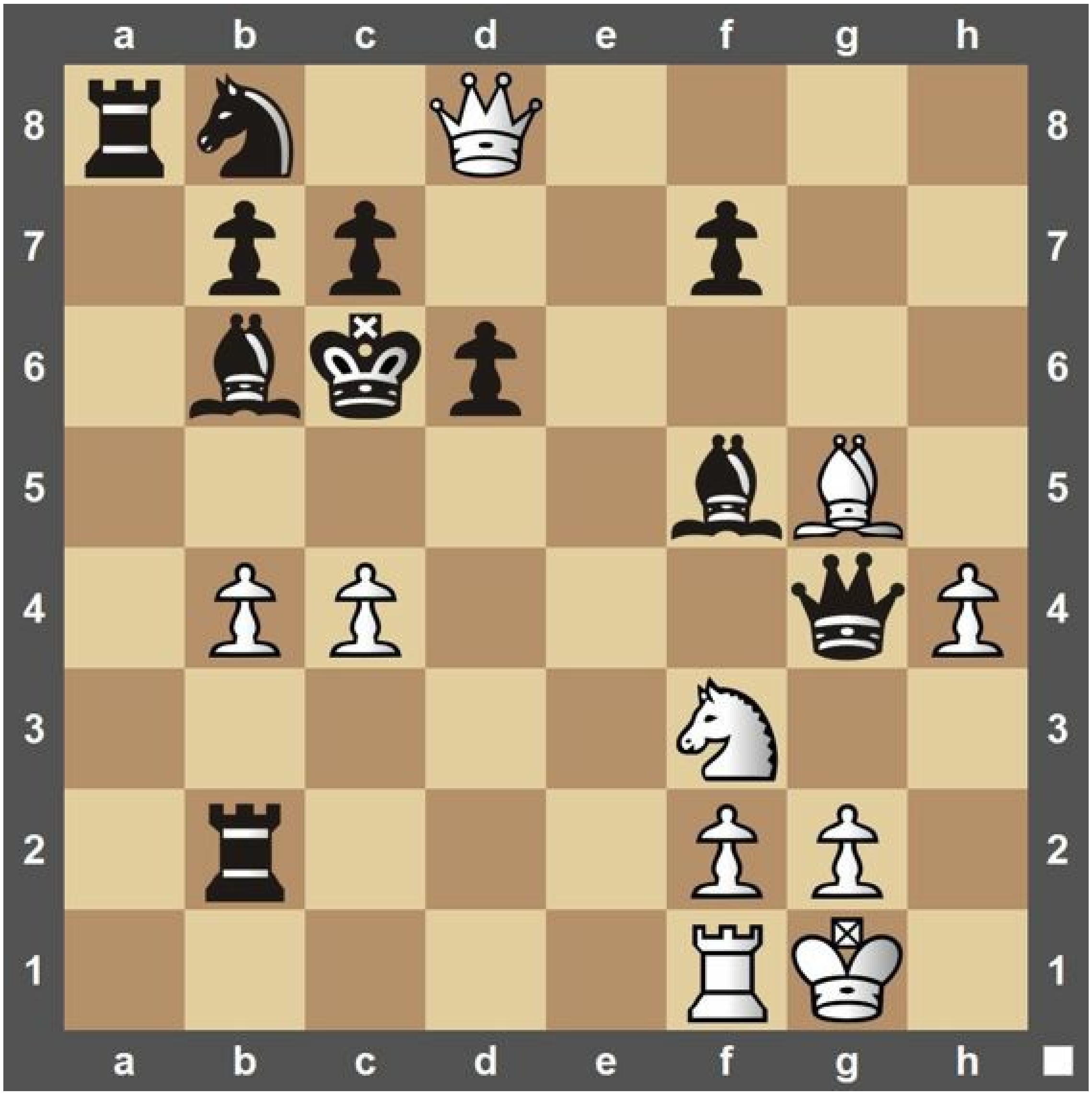
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29: 1.Ne5+ dxe5 2.Qd5#

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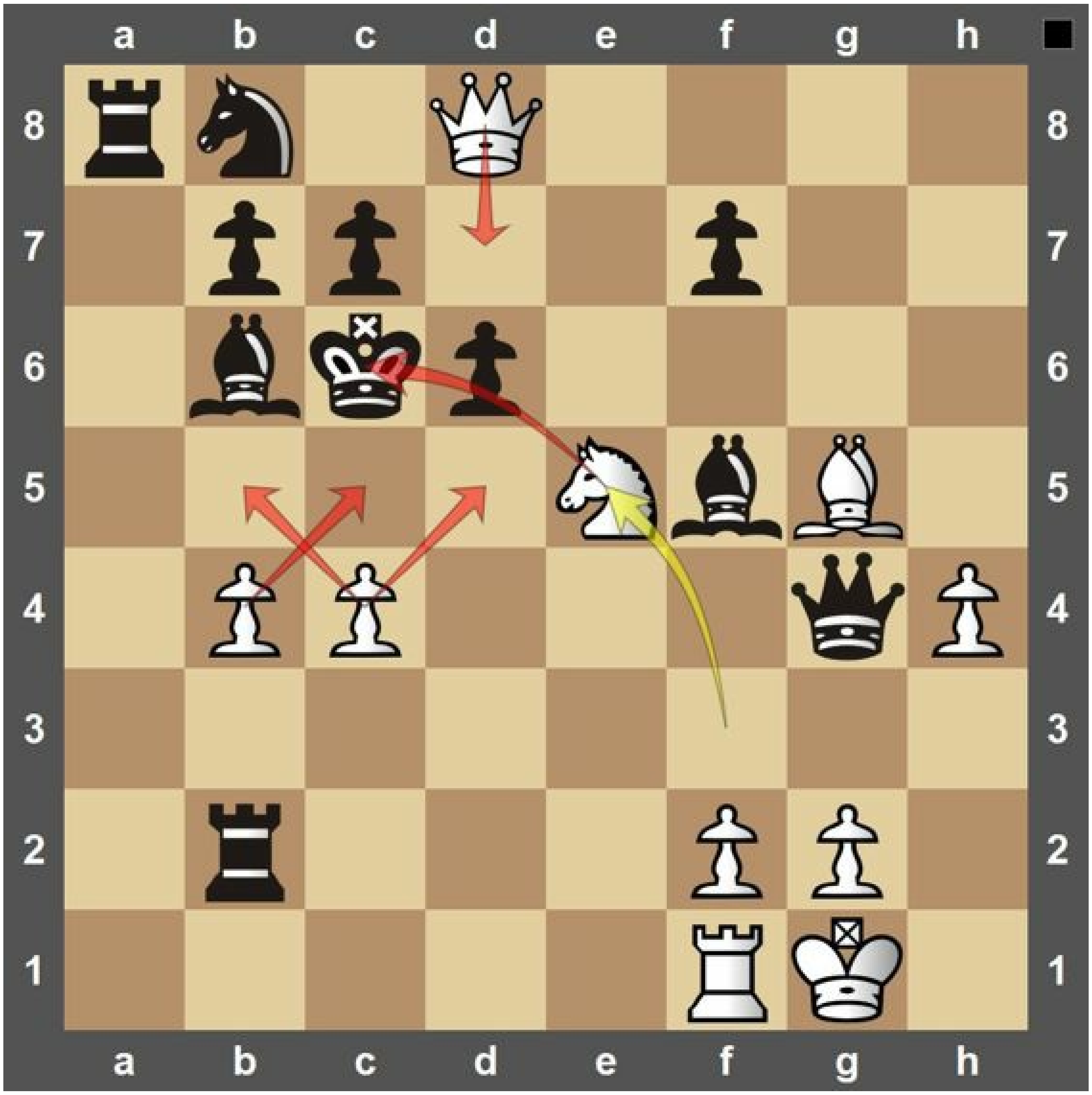
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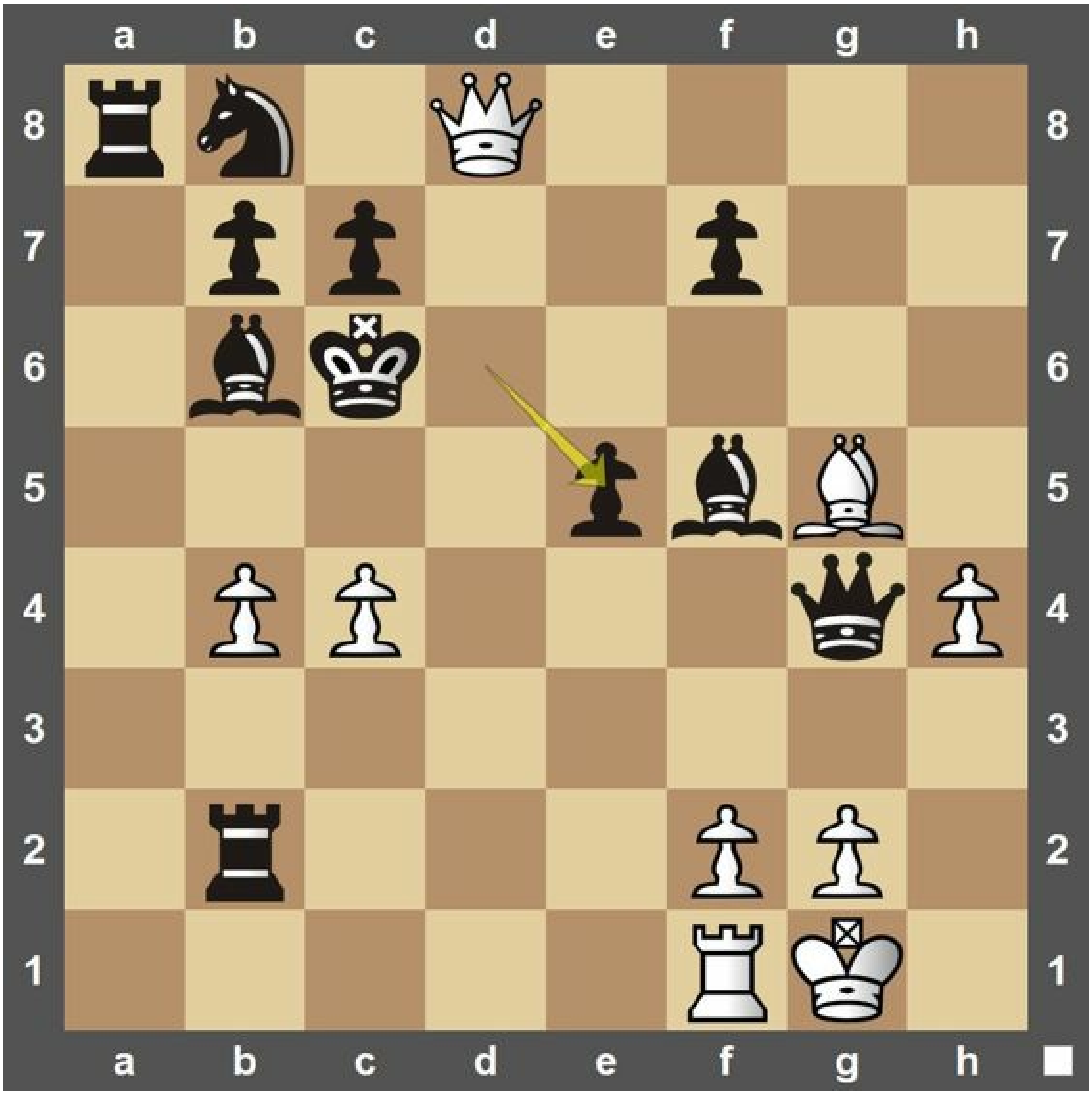
29: **1.Ne5+** dxe5 2.Qd5#

The purpose for this knight sacrifice is to clear the d6-square.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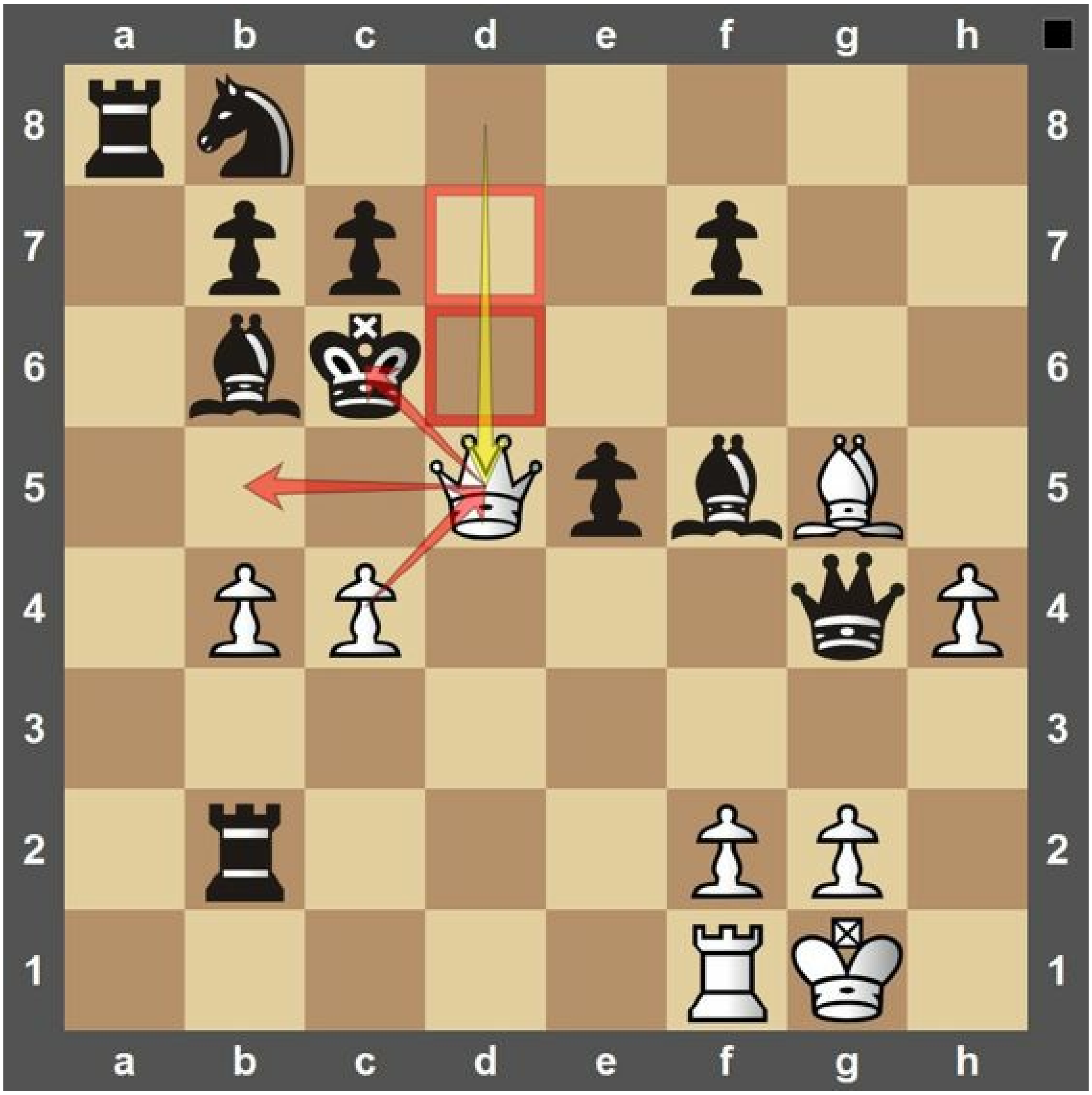
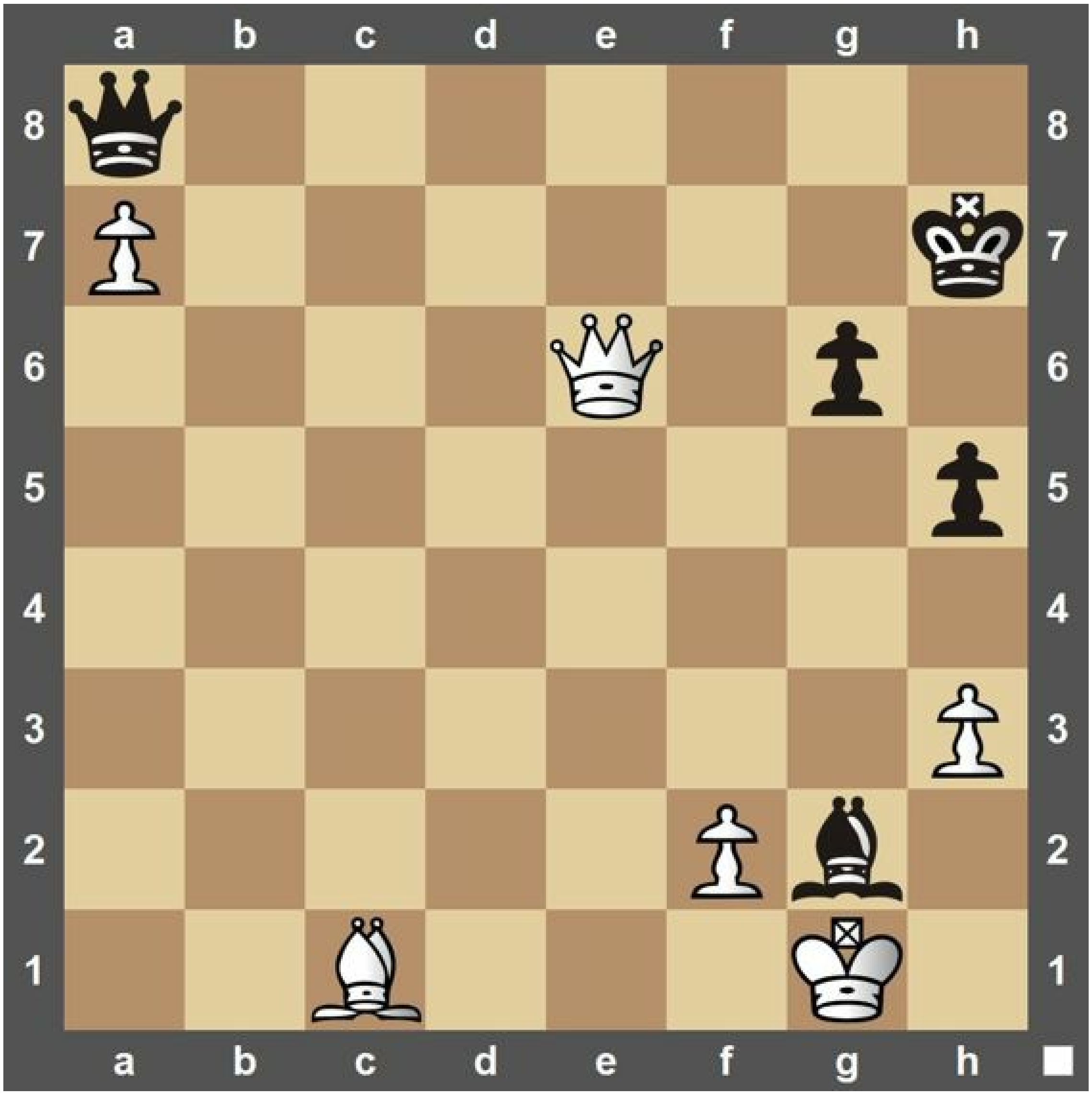
29: **1.Ne5+ dxe5** 2.Qd5#



29: **1.Ne5+ dxe5 2.Qd5#**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30: White to move.

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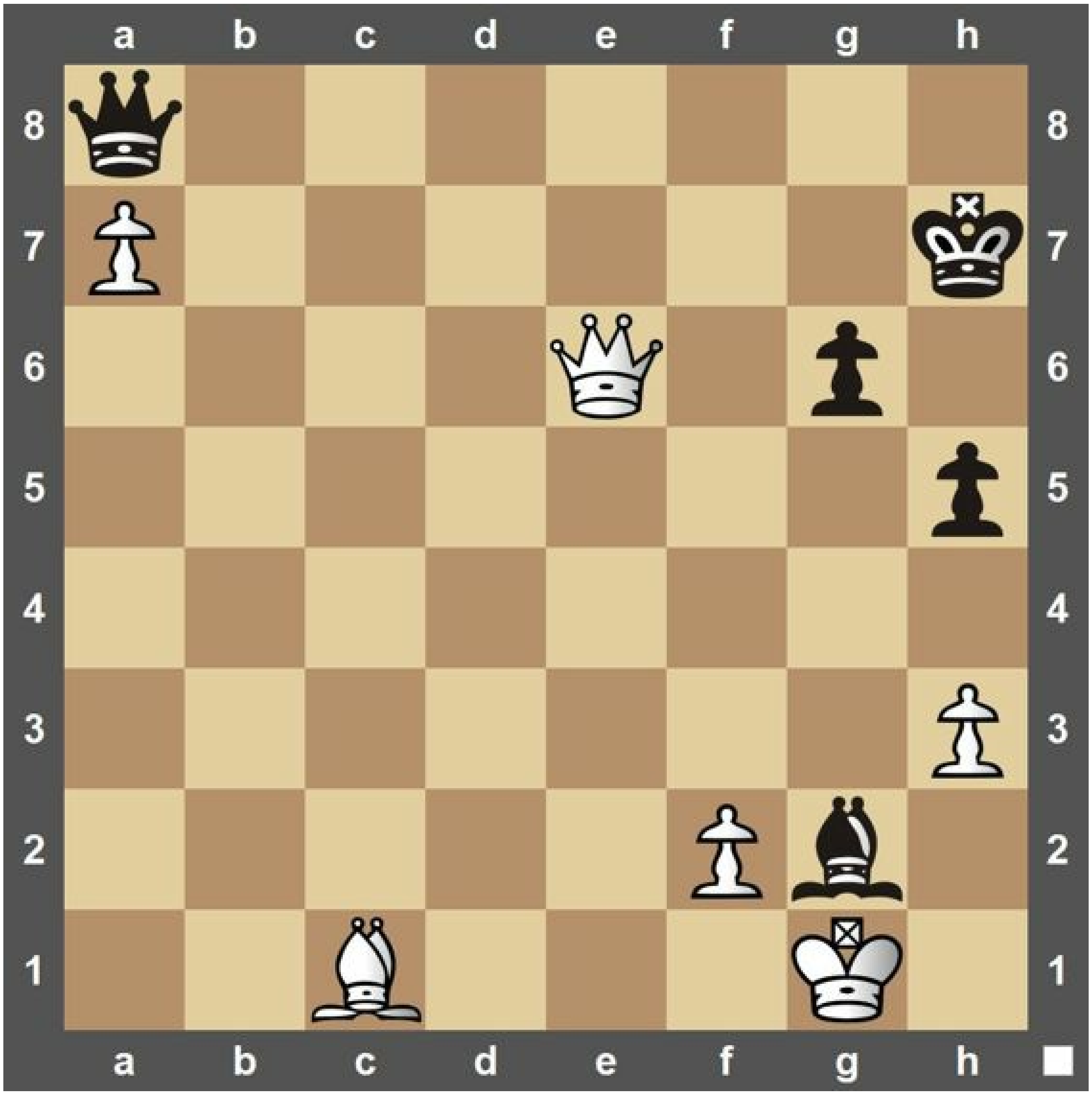

30: 1.Qf7+ Kh8 2.Bb2#

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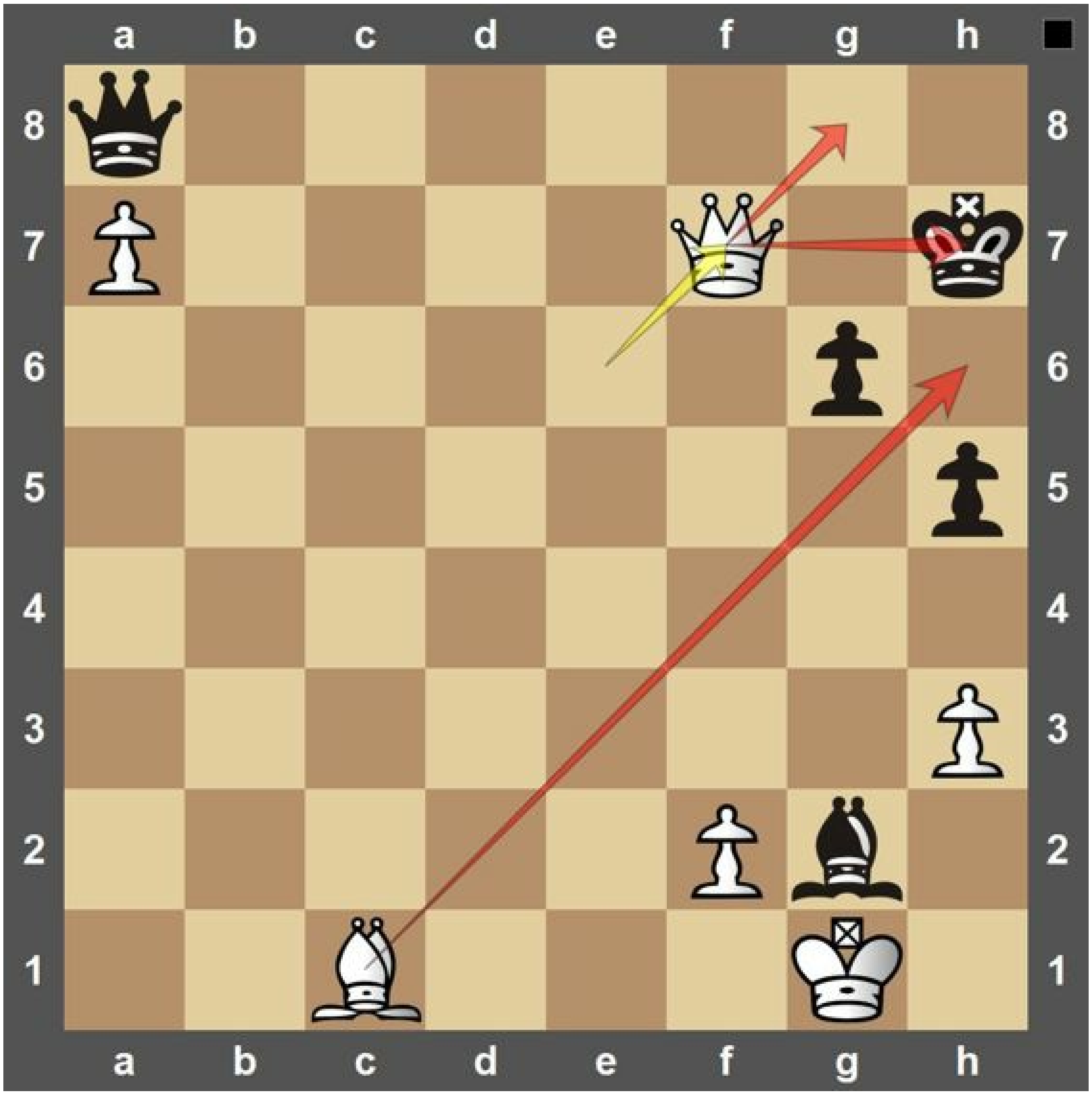
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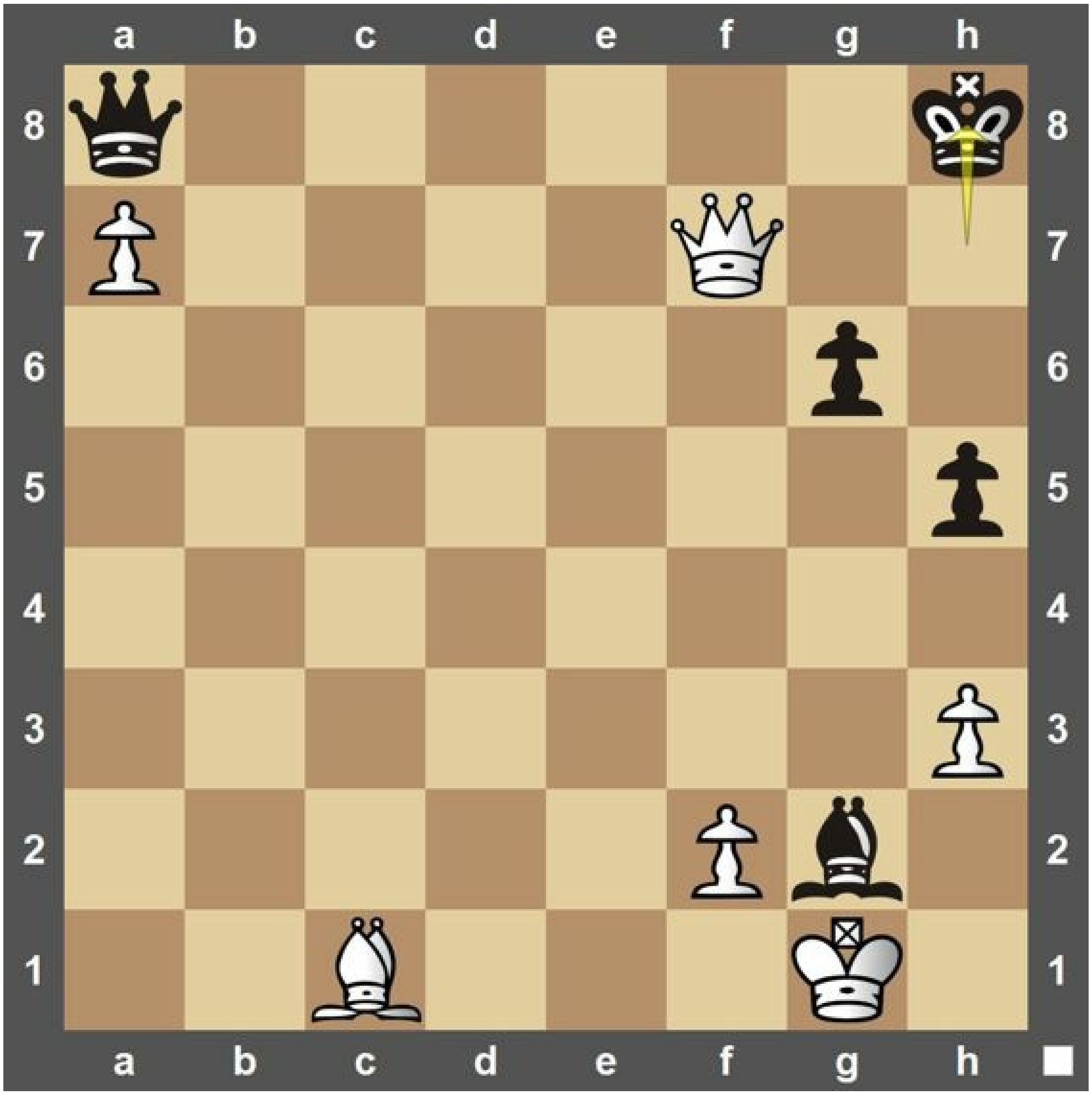
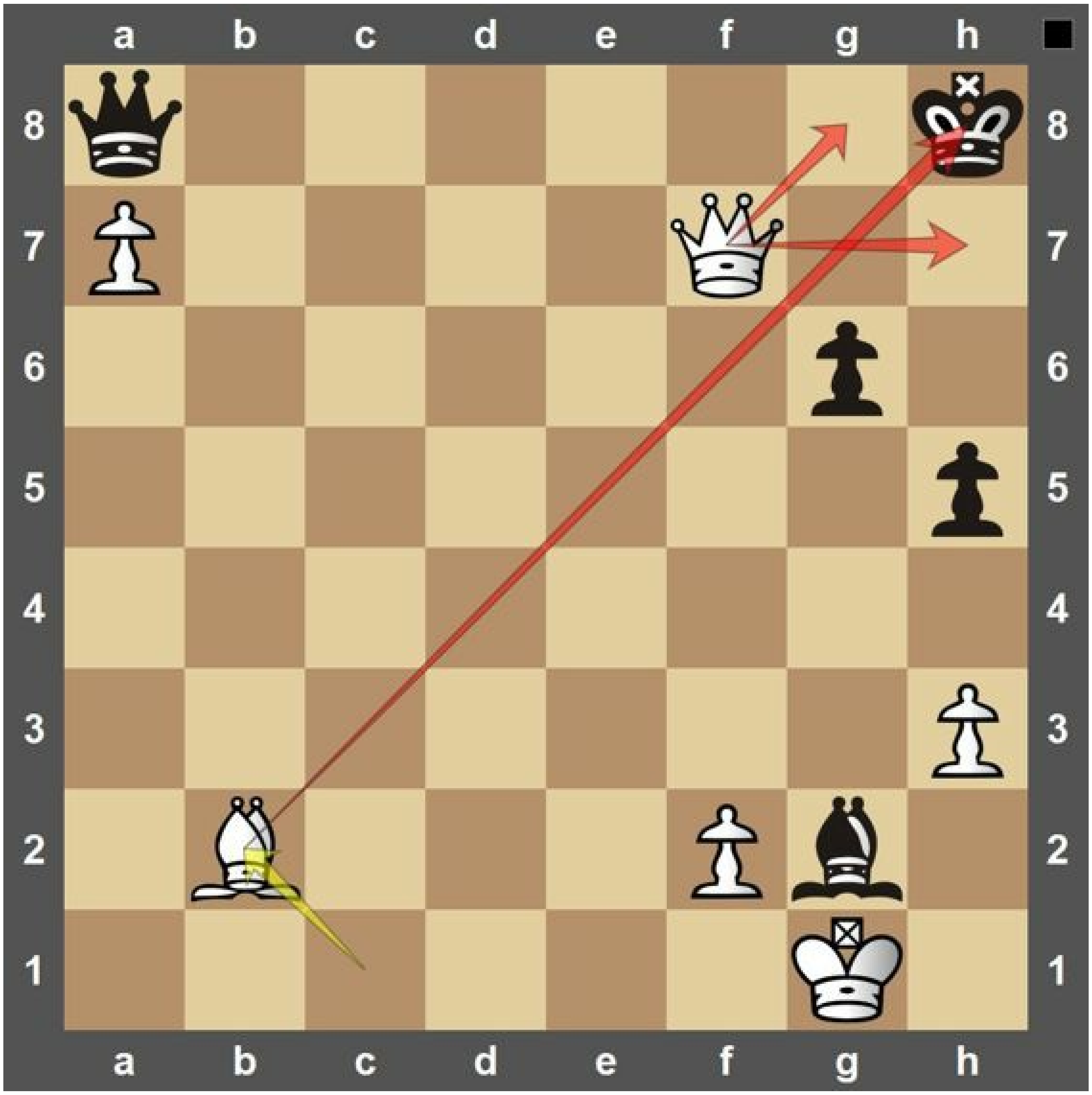
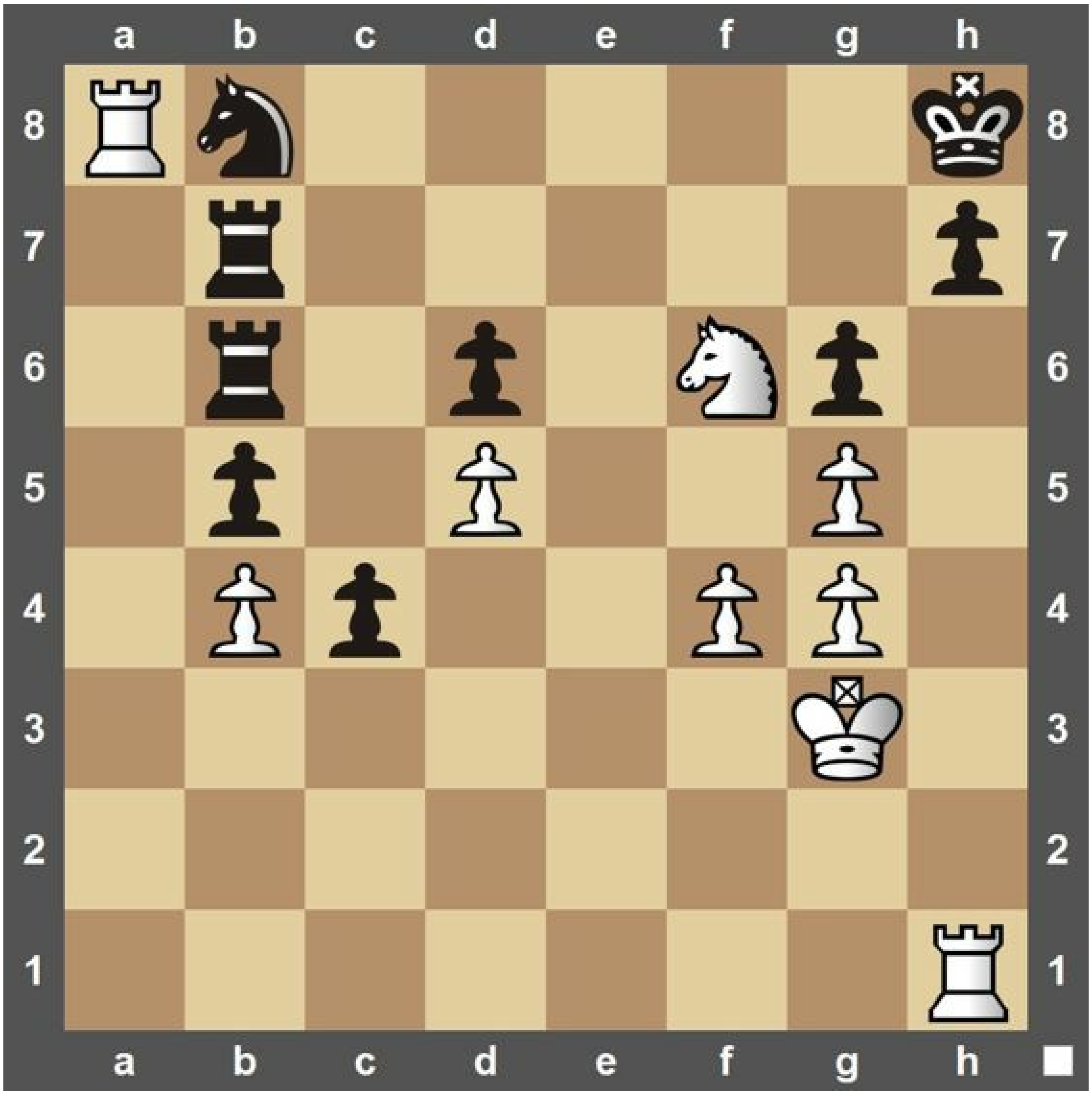
30: **1.Qf7+** Kh8 2.Bb2#



30: **1.Qf7+ Kh8** 2.Bb2#



30: **1.Qf7+ Kh8 2.Bb2#**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31: White to move.

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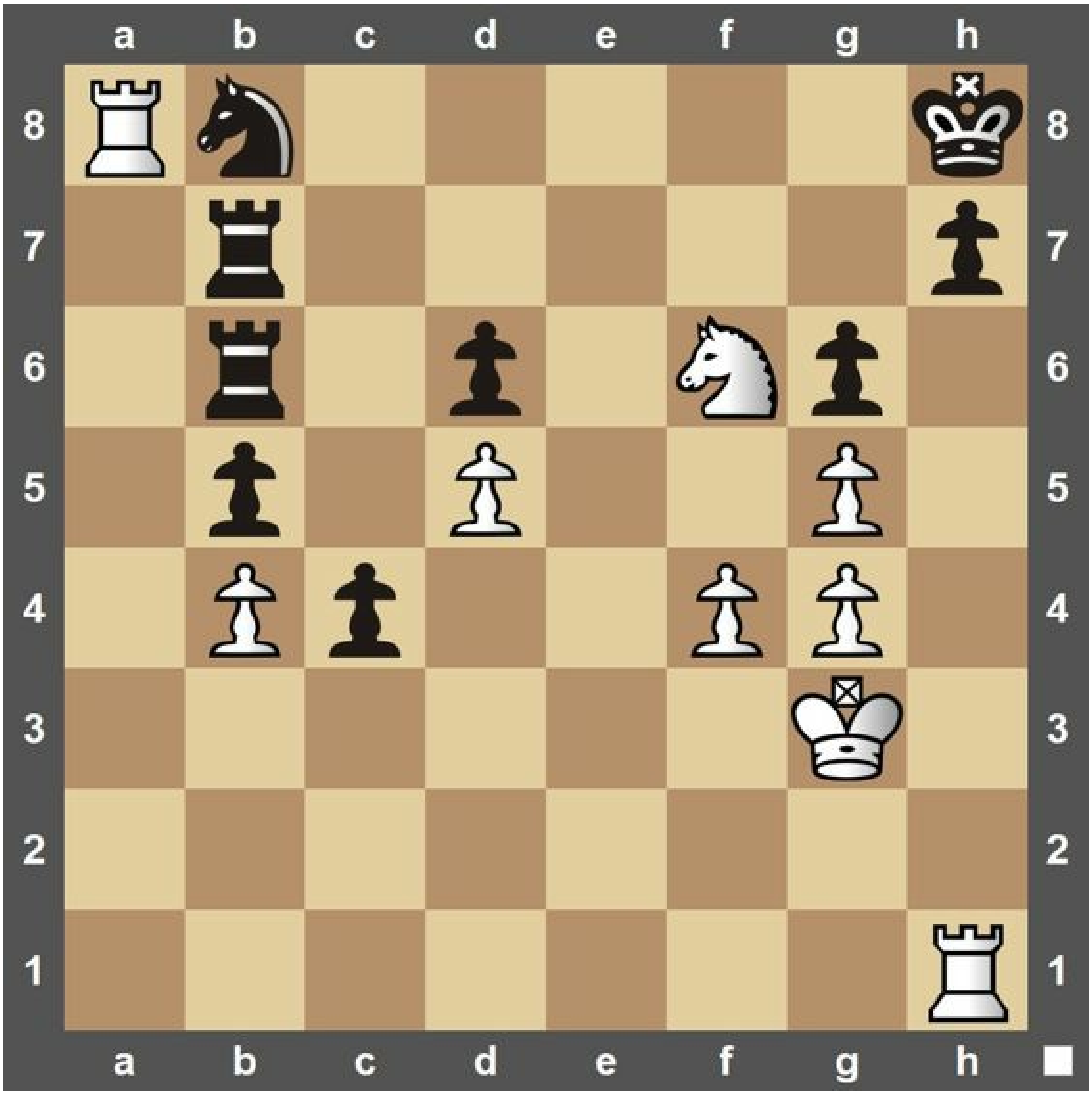

31: 1.Rxb8+ Rxb8 [1...Kg7 2.Rxh7#] 2.Rxh7#

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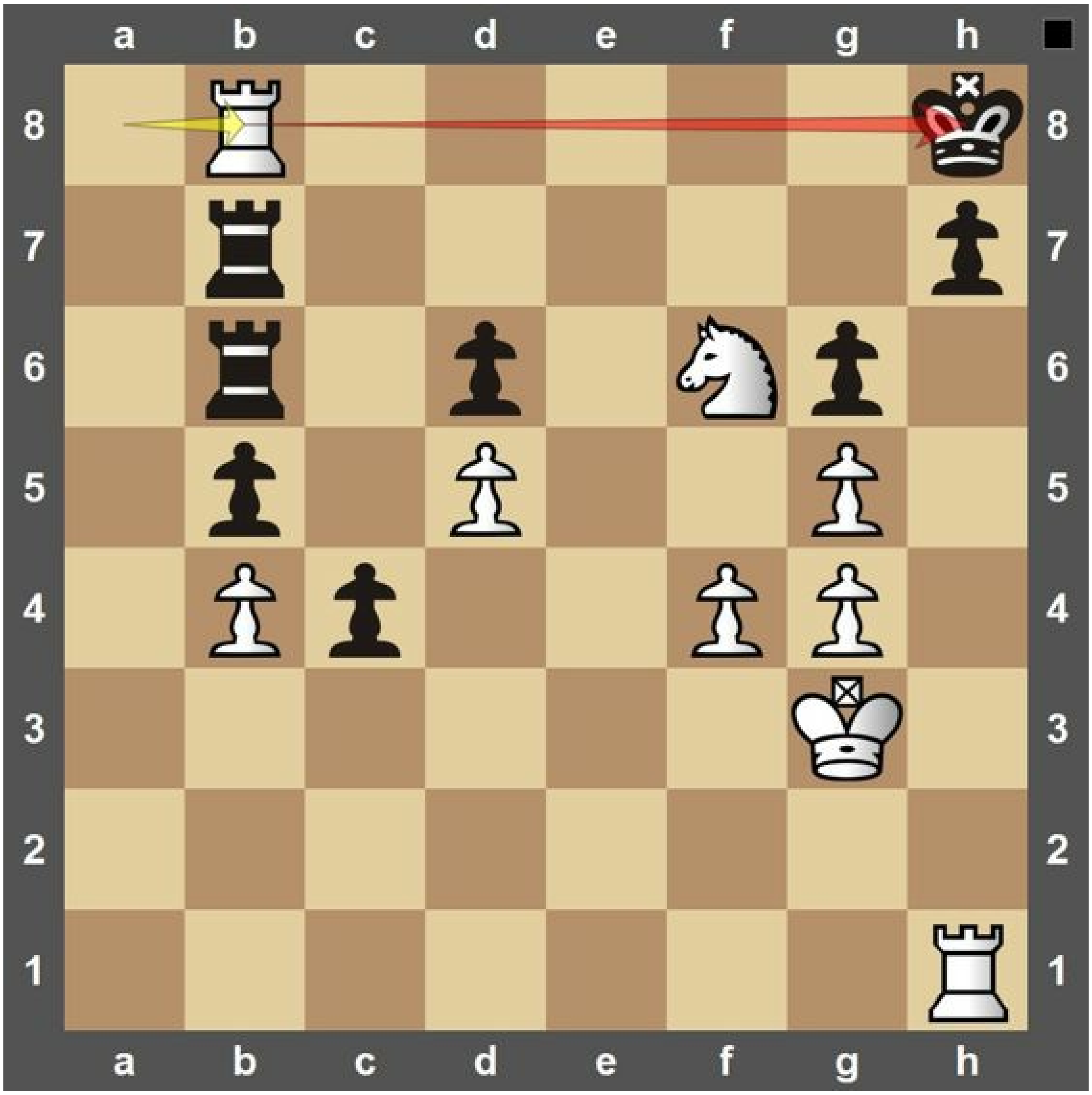
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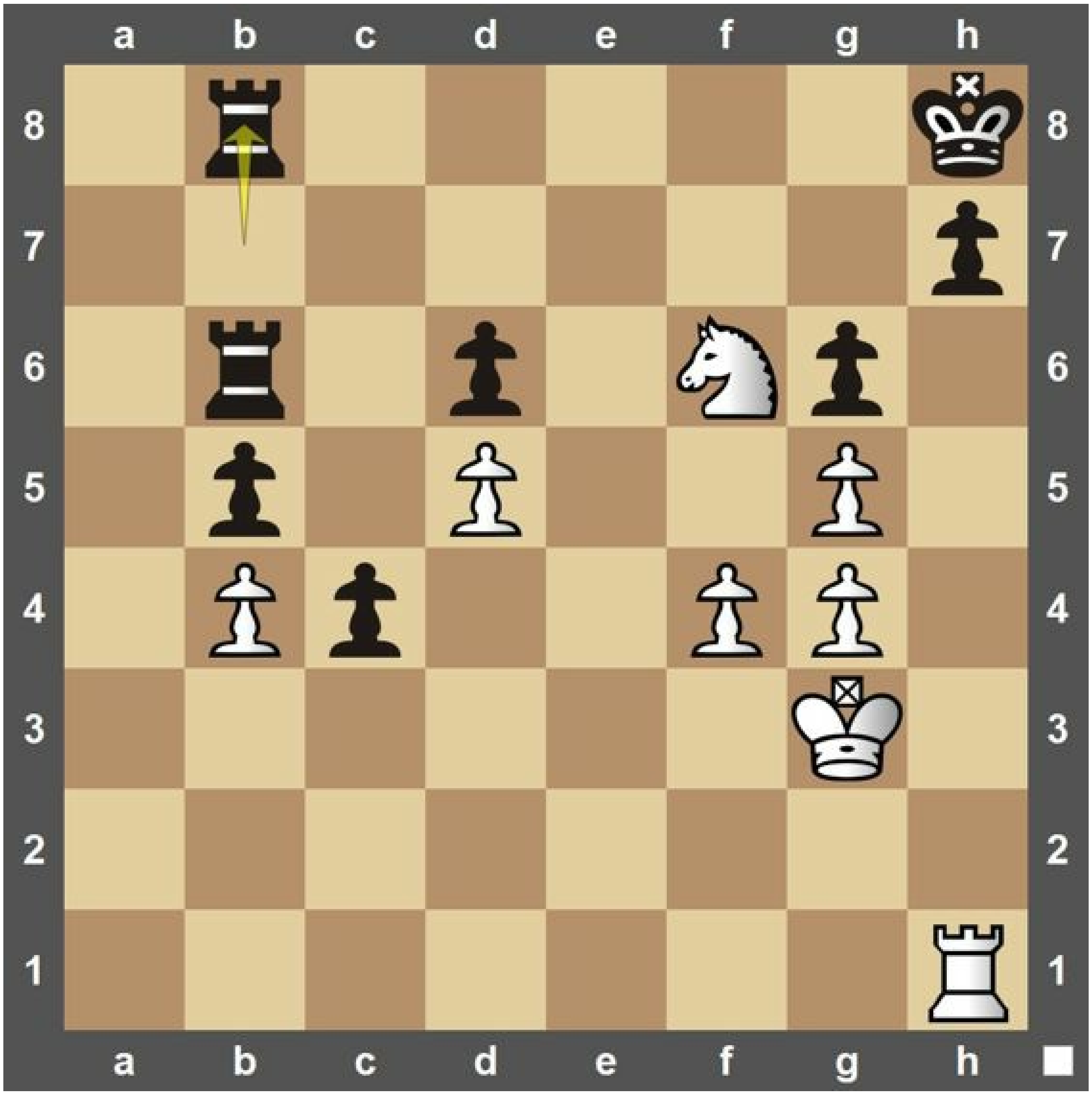
31: **1.Rxb8+** Rxb8 [1...Kg7 2.Rxh7#] 2.Rxh7#

This capture is designed to lure the black rook away from the defense of the h7-pawn.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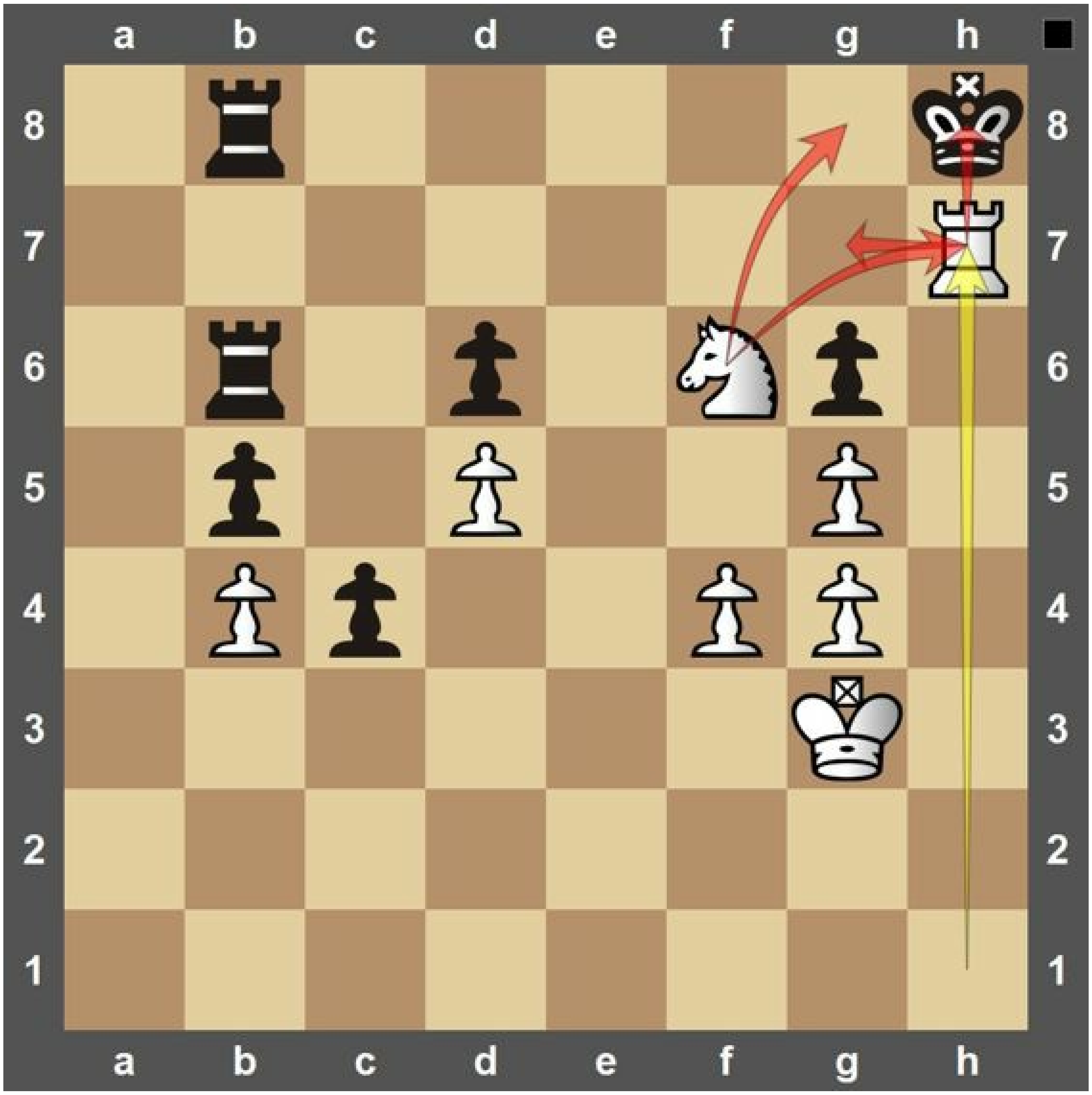
31: **1.Rxb8+ Rxb8** [1...Kg7 2.Rxh7#] 2.Rxh7#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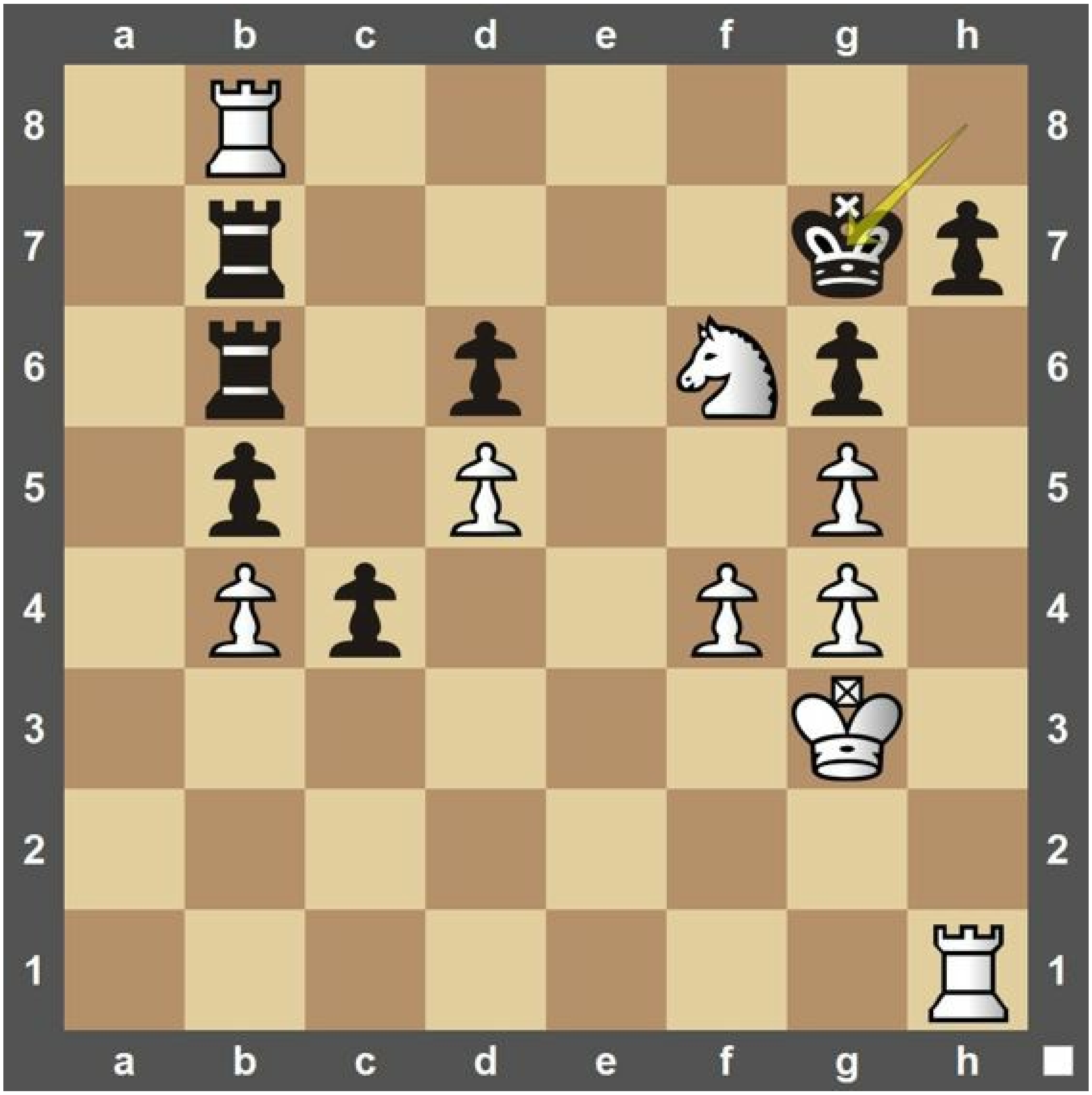
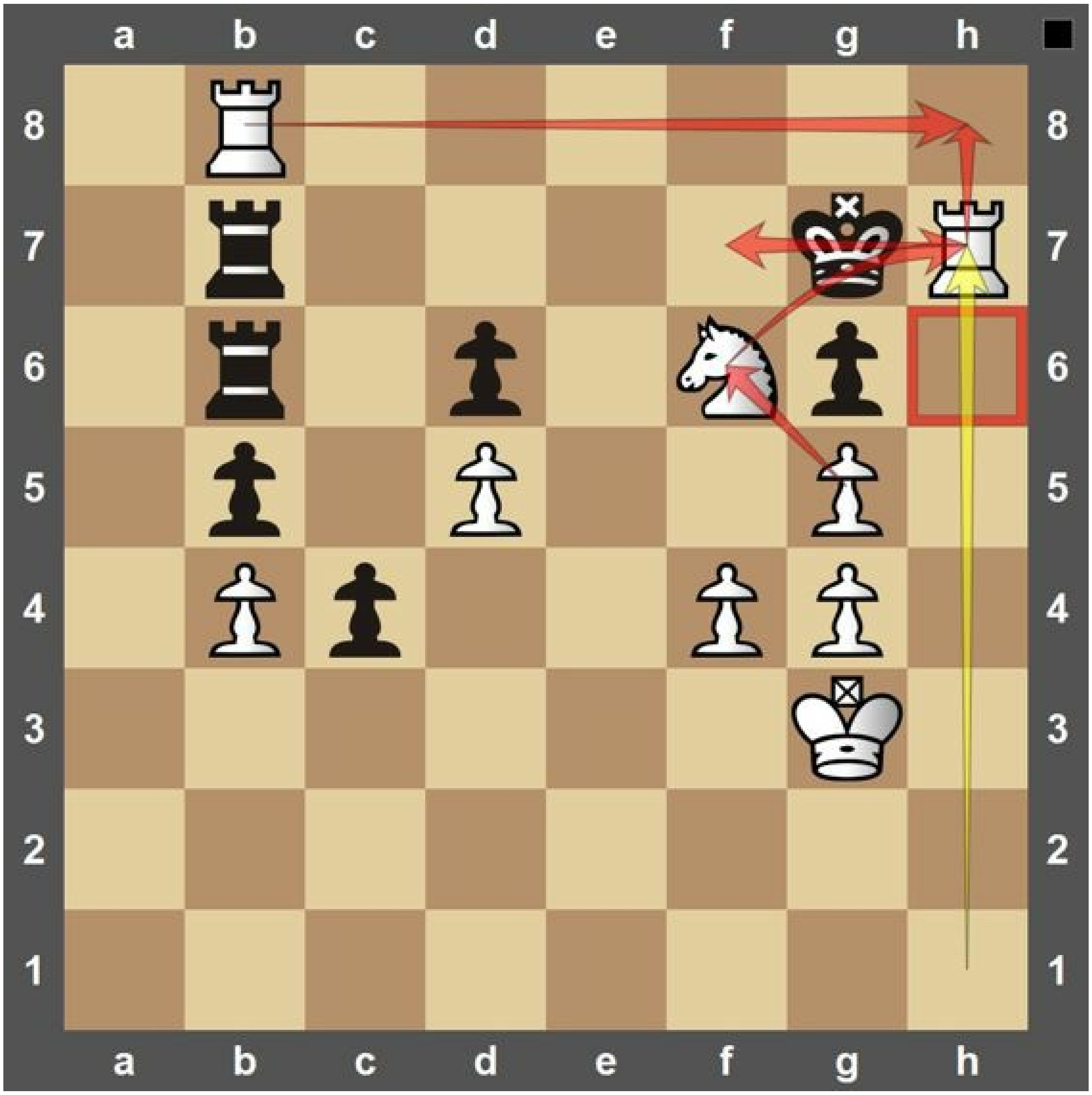
31: **1.Rxb8+ Rxb8** [1...Kg7 2.Rxh7#] **2.Rxh7#**

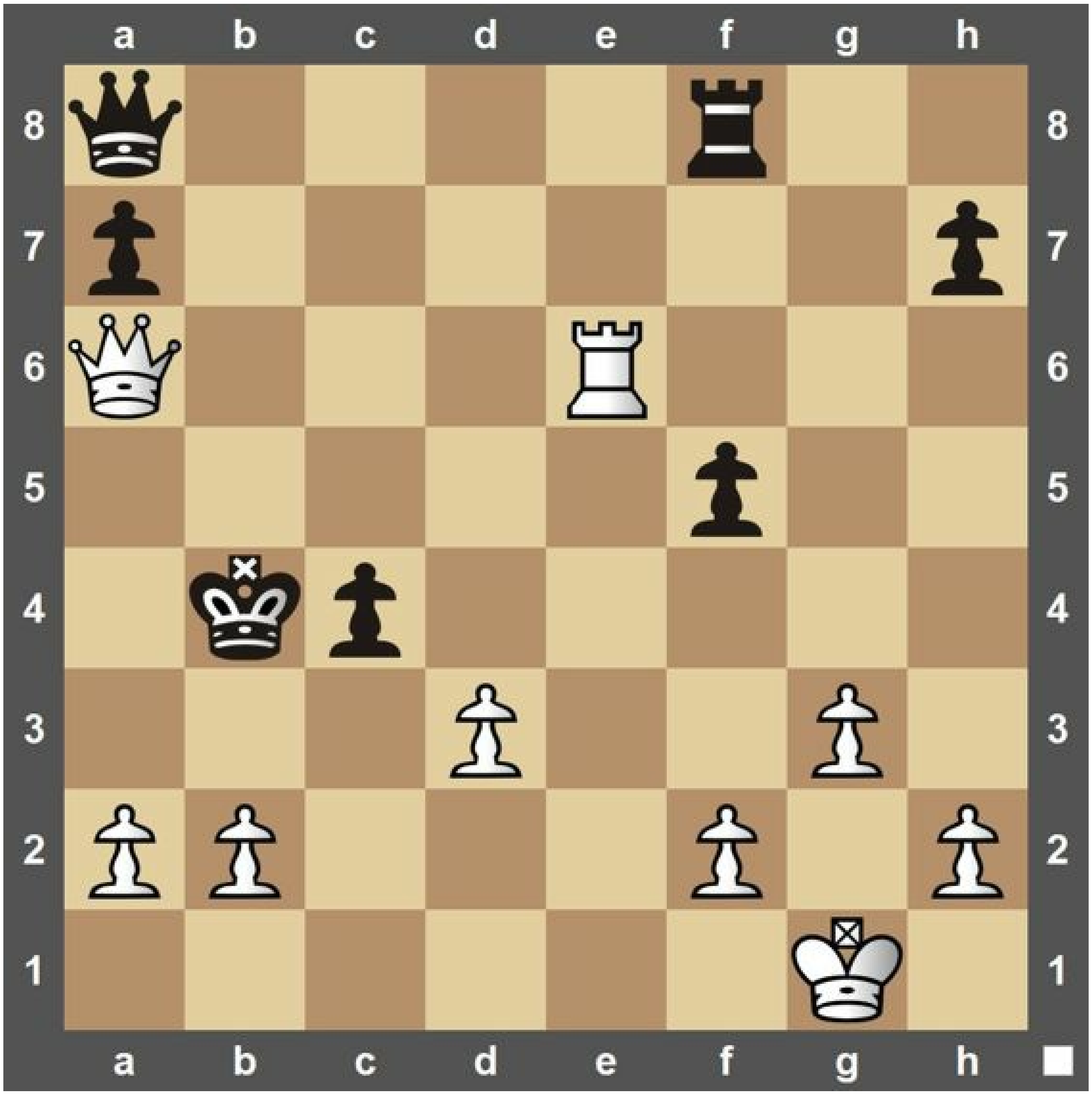


31: **1.Rxb8+** Rxb8 [**1...Kg7** 2.Rxh7#] 2.Rxh7#

Only the black king defends the h7-square.



31: **1.Rxb8+** Rxb8 [**1...Kg7 2.Rxh7#**] 2.Rxh7#



32: White to move.

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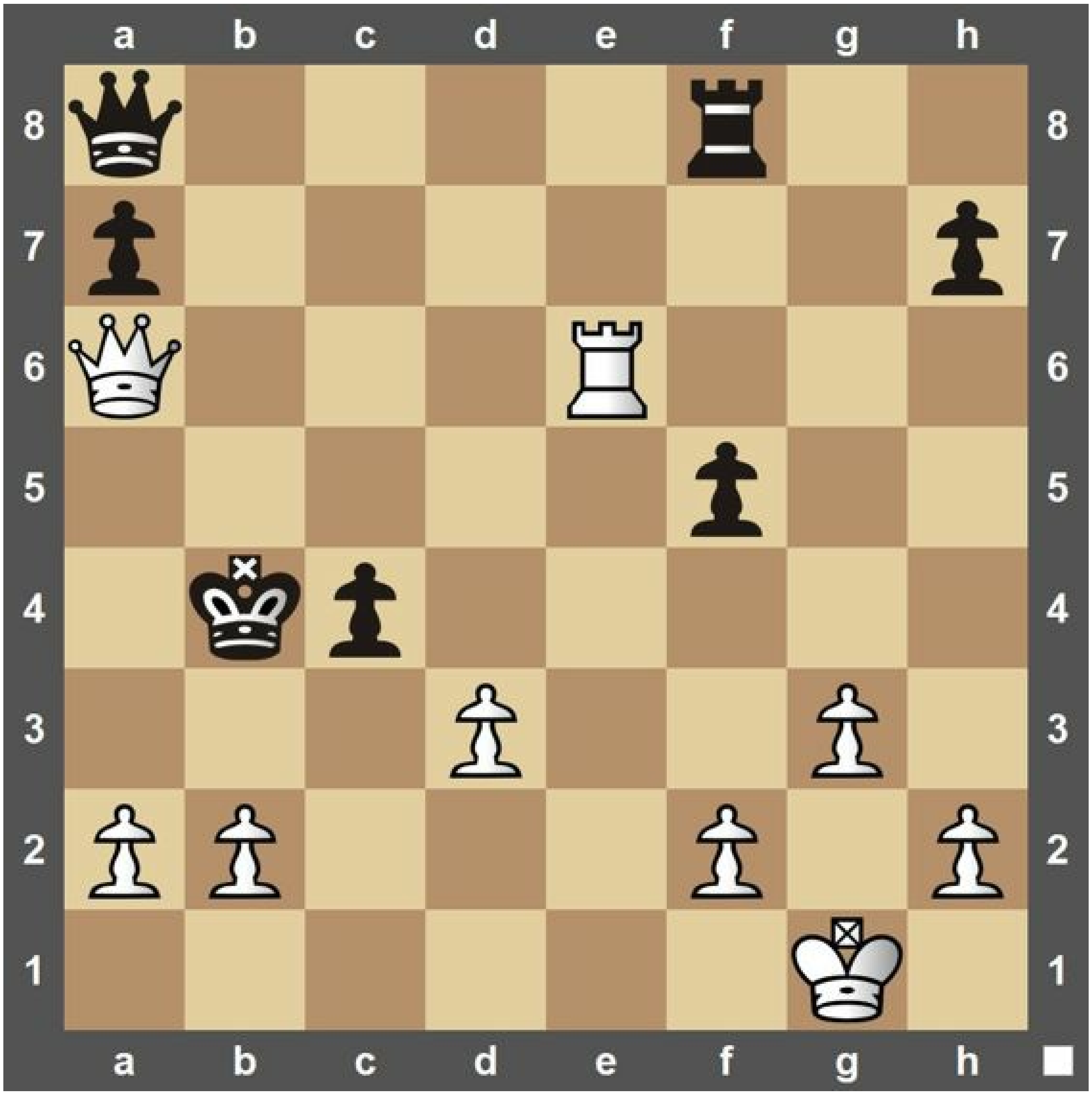
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32: 1.Qxc4+ Ka5 2.Ra6#

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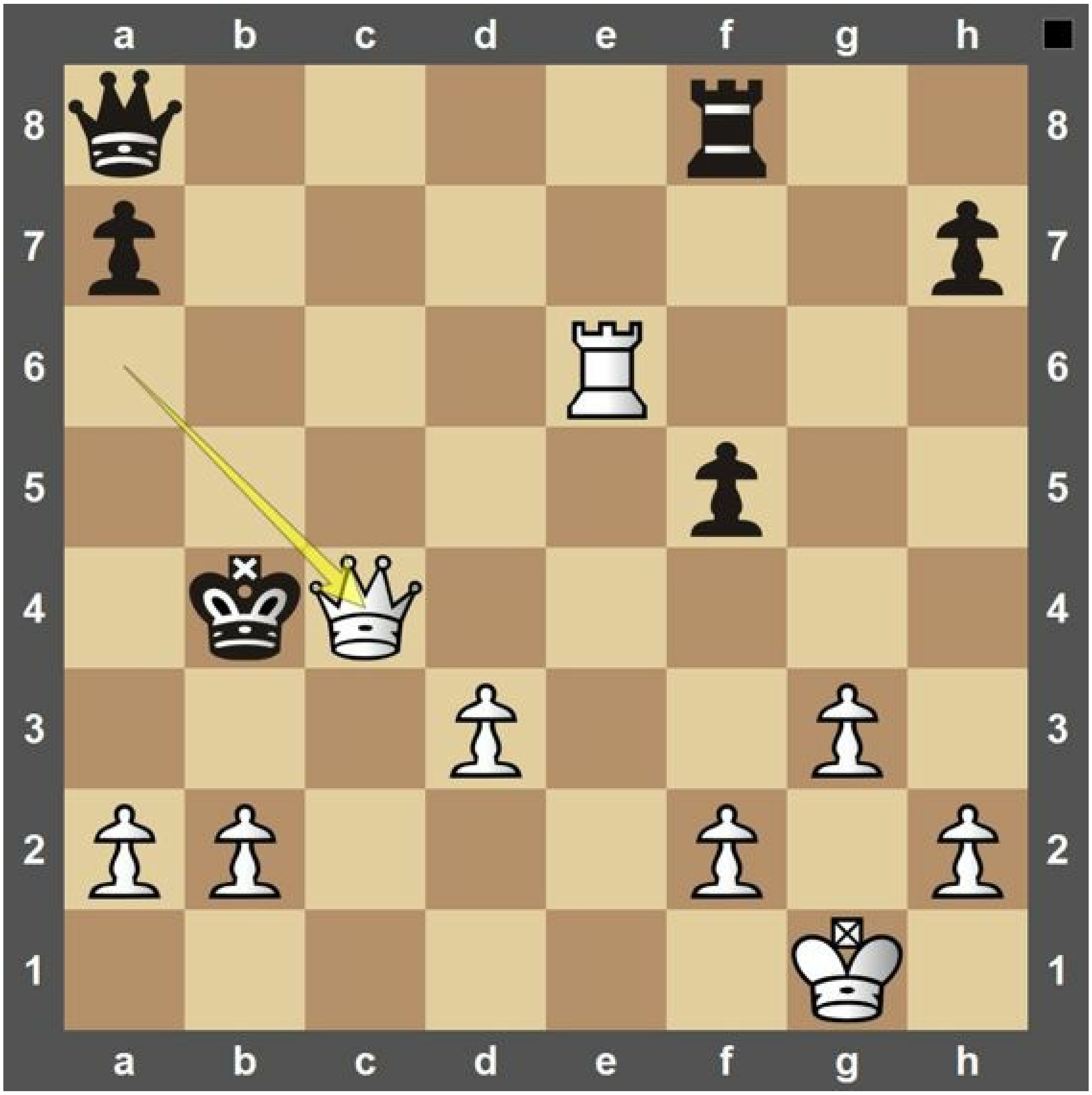
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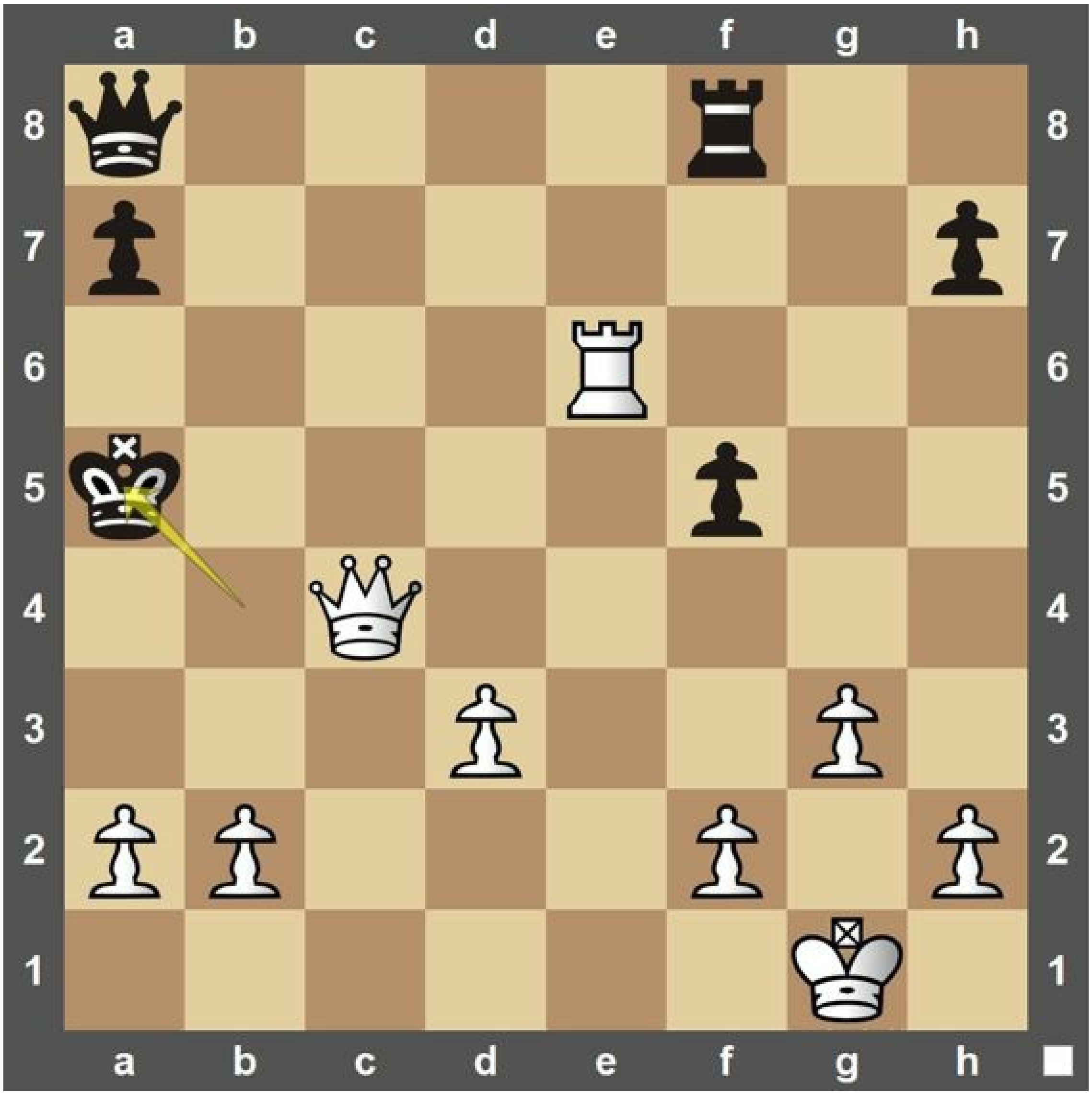
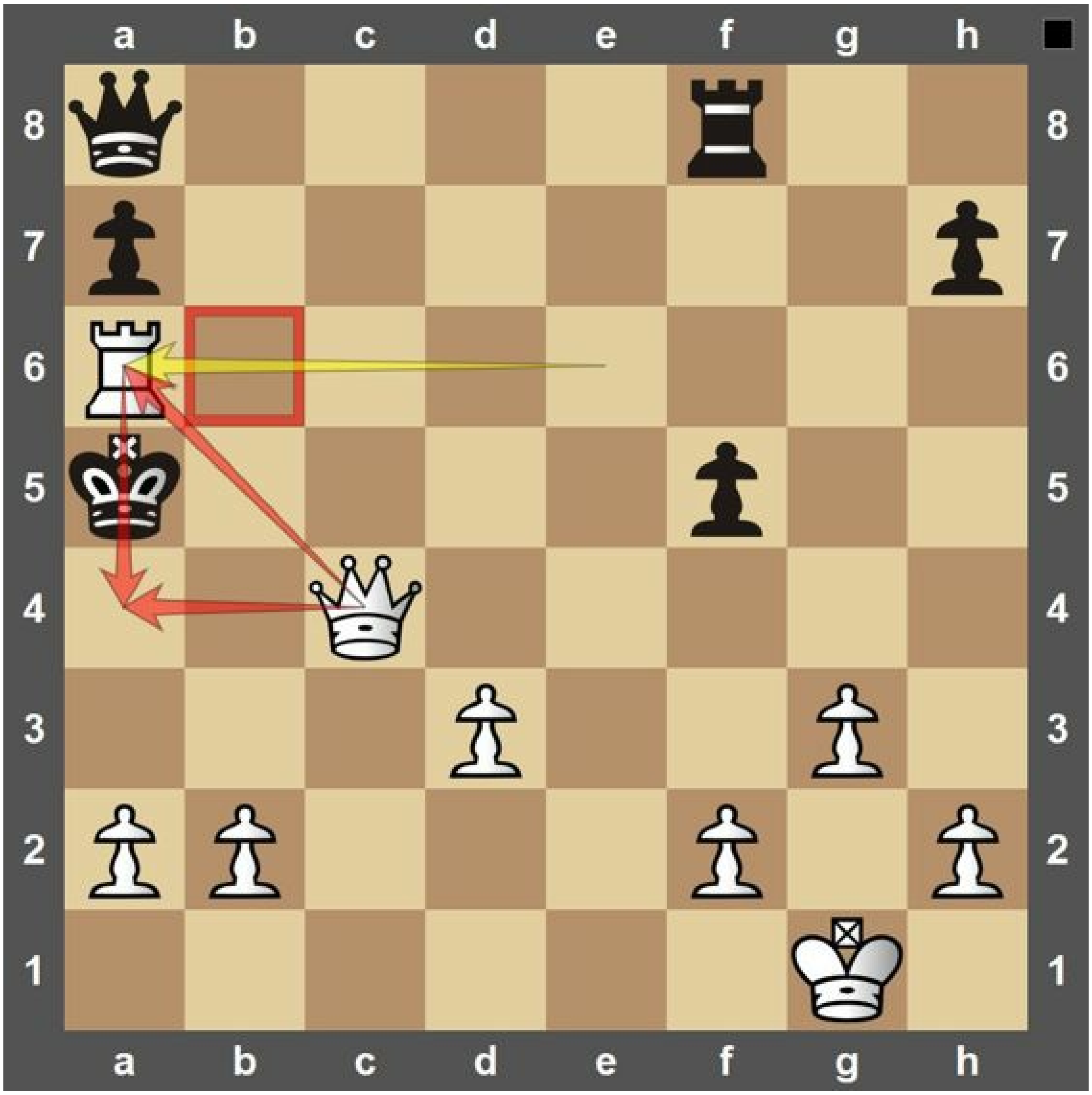
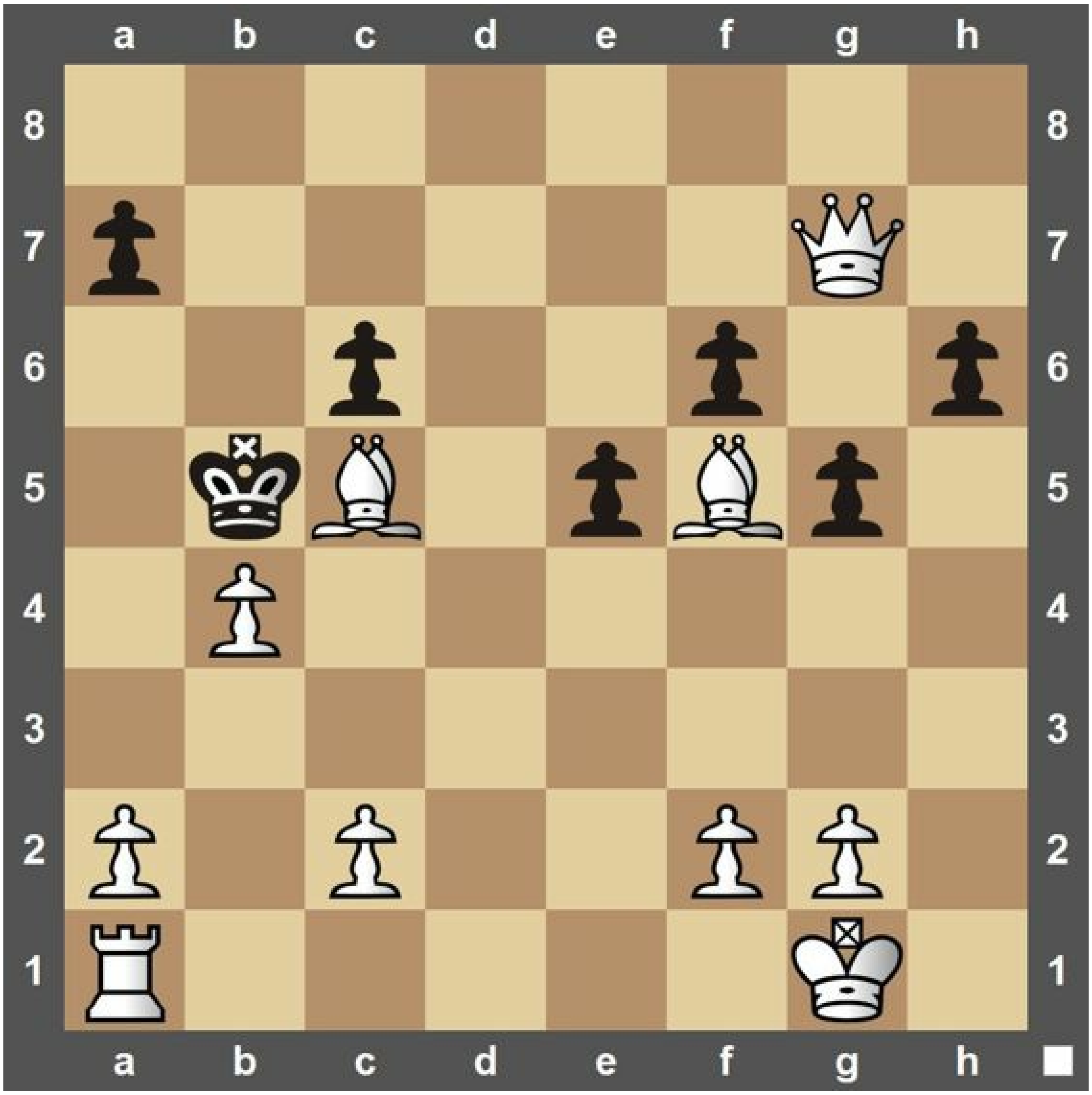
32: **1.Qxc4+** Ka5 2.Ra6#



32: **1.Qxc4+ Ka5** 2.Ra6#



32: **1.Qxc4+ Ka5 2.Ra6#**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33: White to move.

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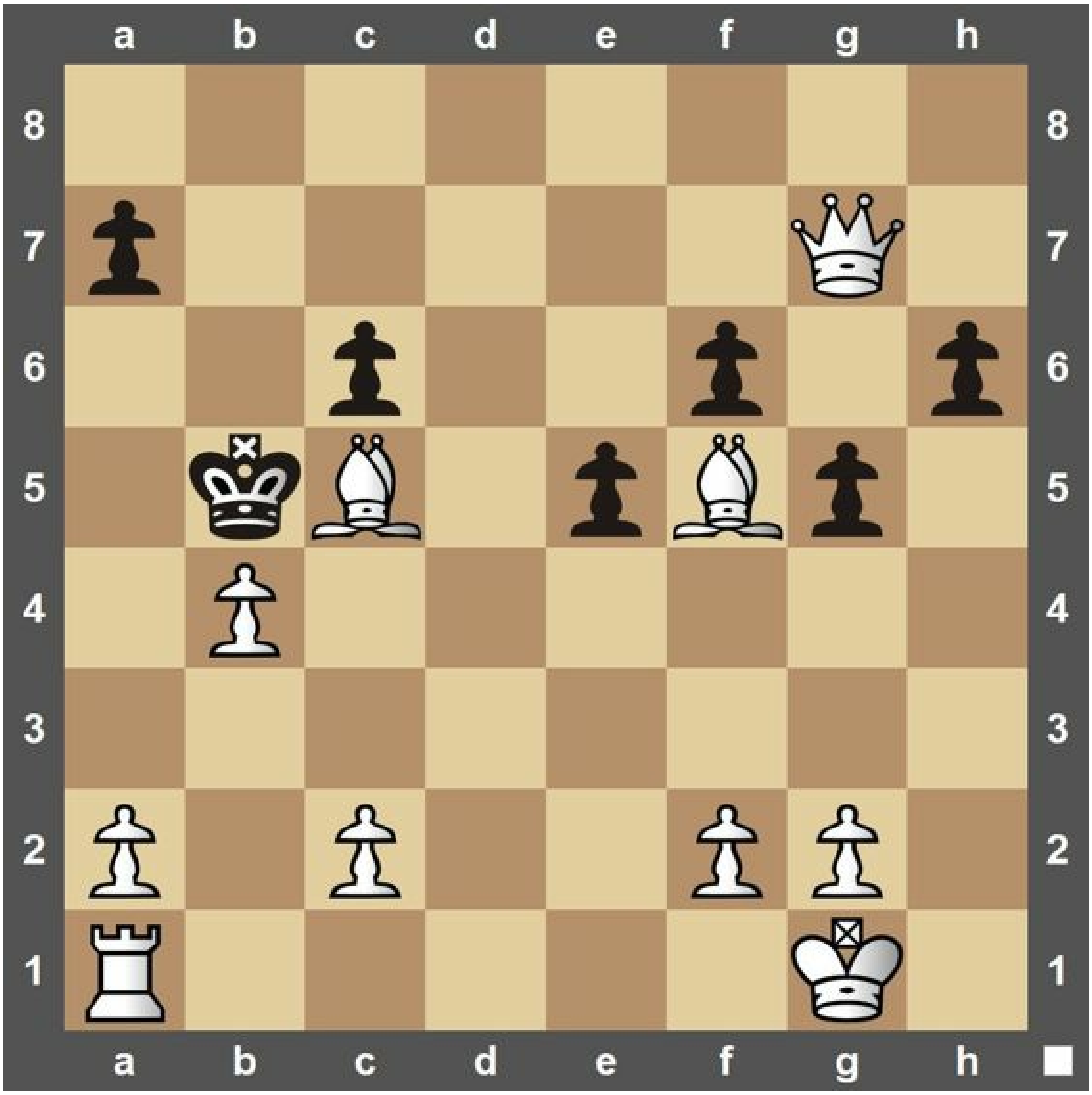
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33: 1.Bd3+ Ka4 2.Qxa7#

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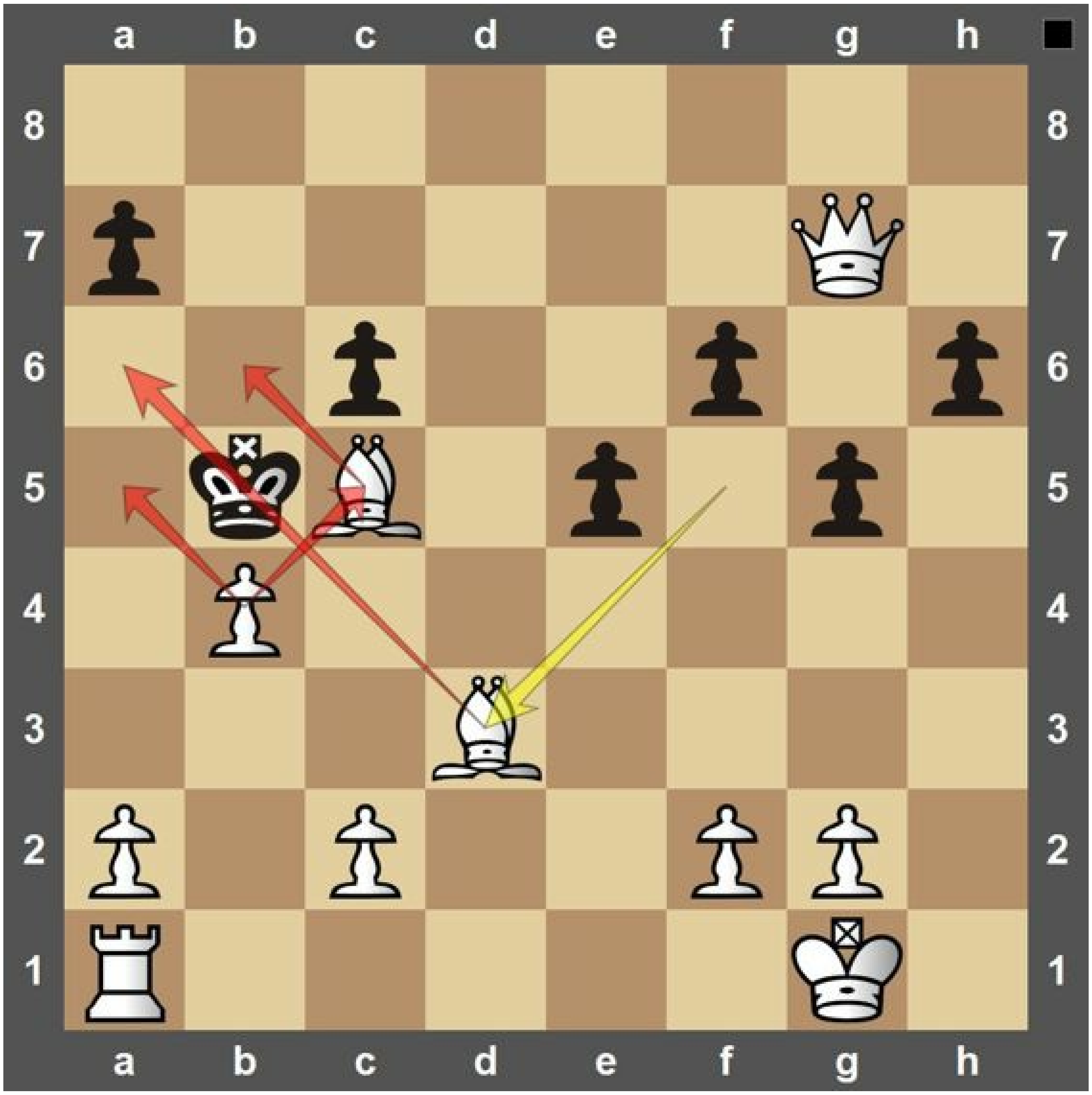
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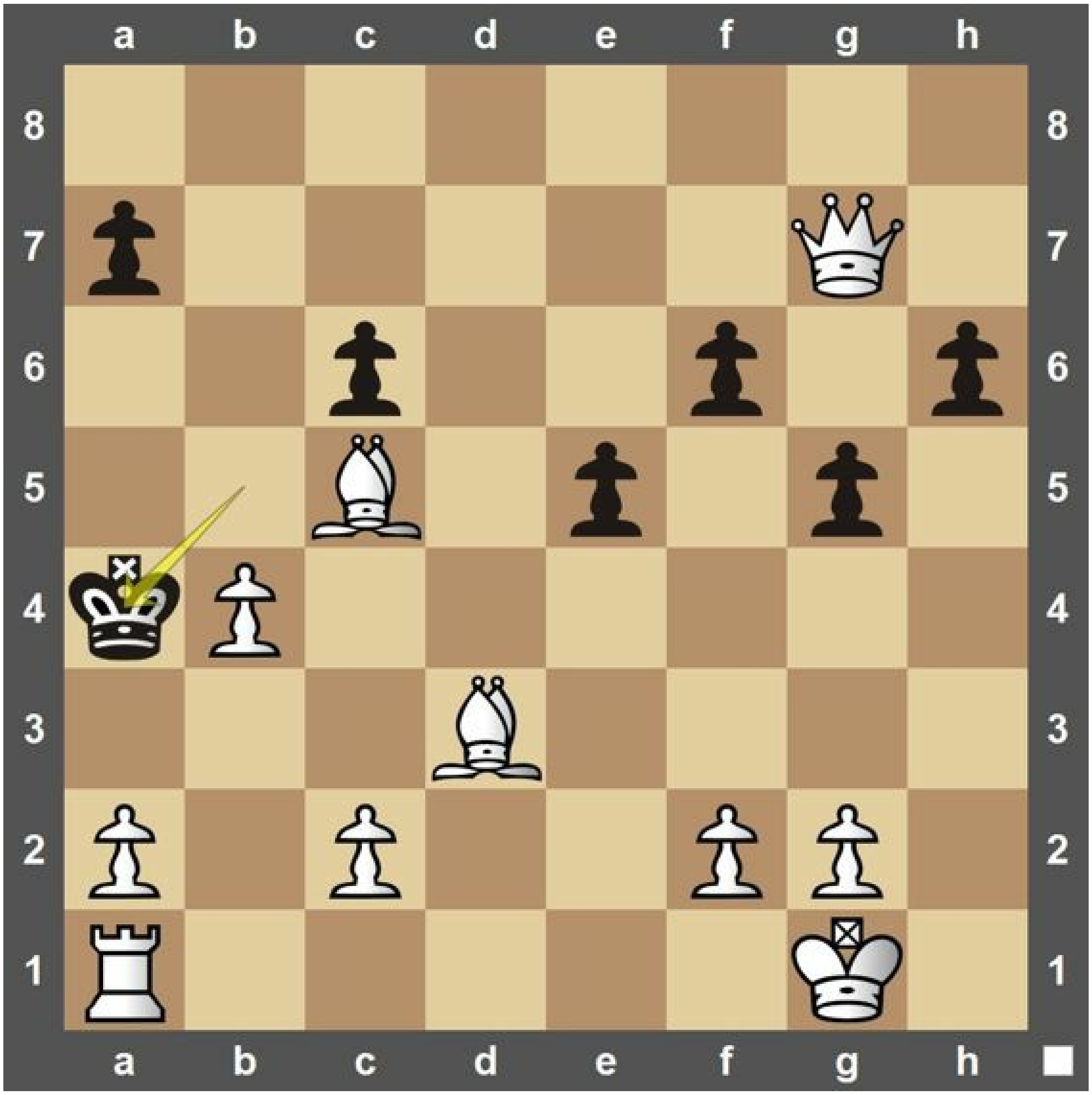
33: **1.Bd3+** Ka4 2.Qxa7#



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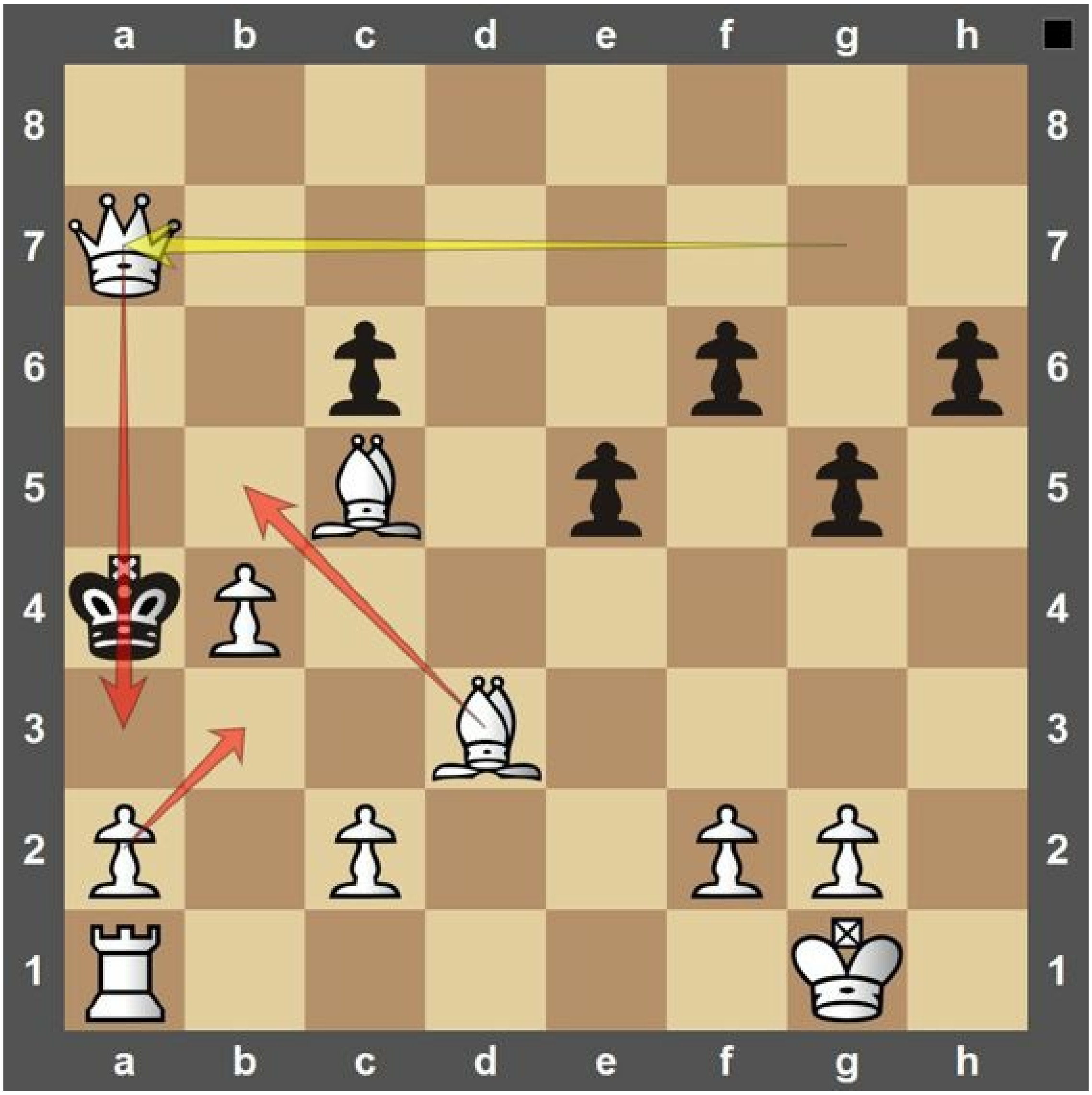
33: **1.Bd3+ Ka4** 2.Qxa7#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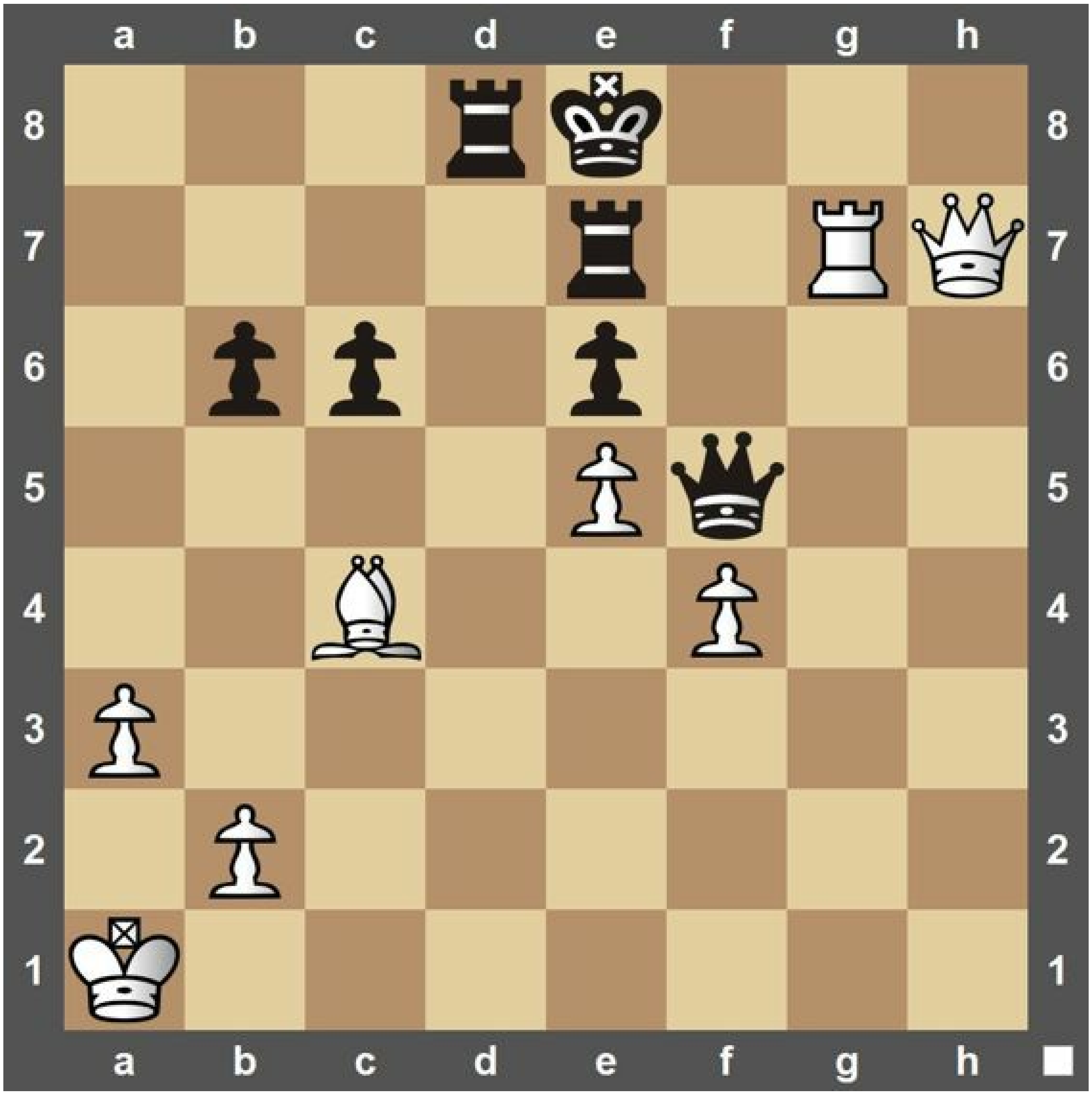
33: **1.Bd3+ Ka4 2.Qxa7#**



34: White to move.

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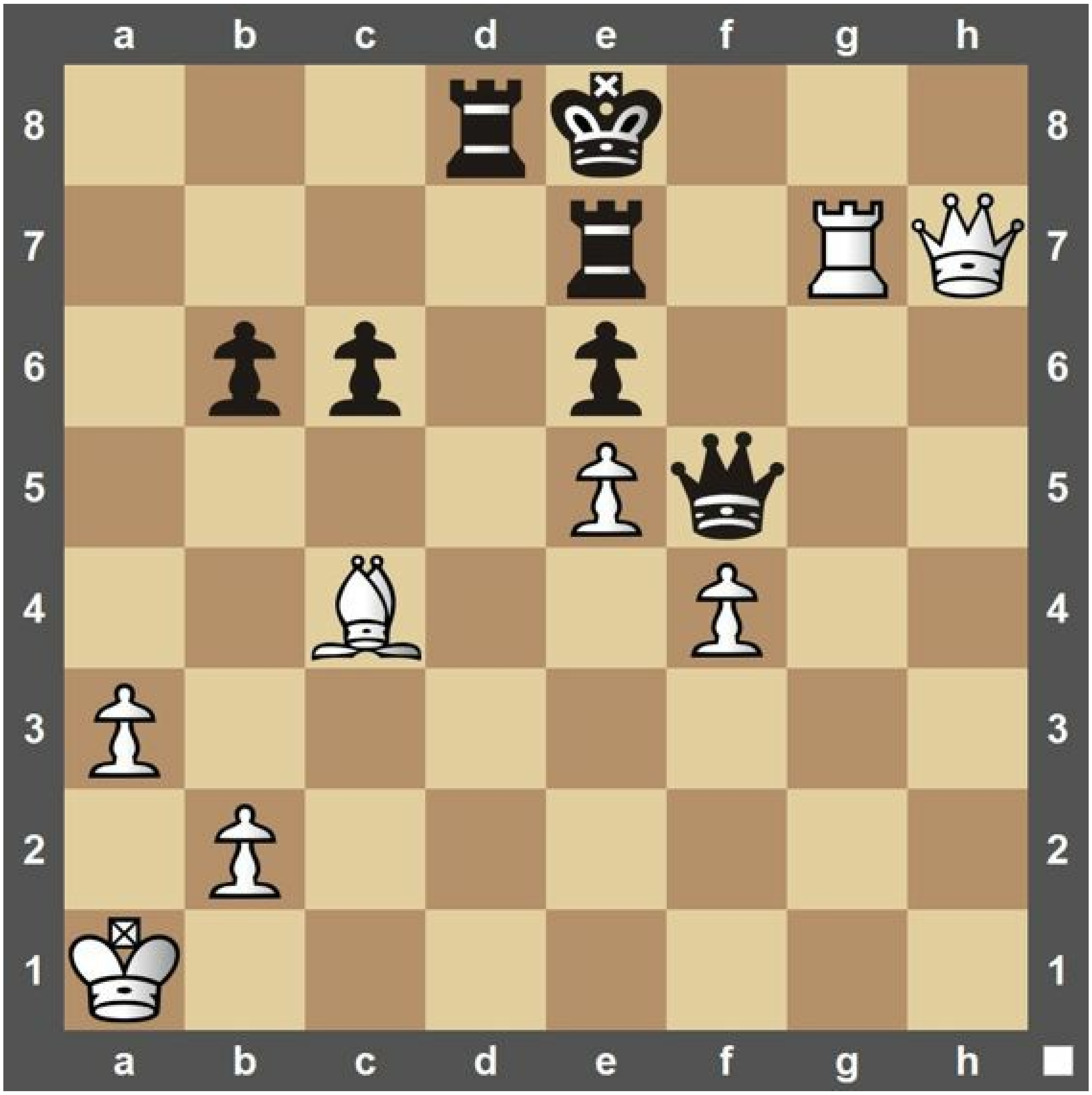
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34: 1.Rxe7+ Kf8 2.Qg7#

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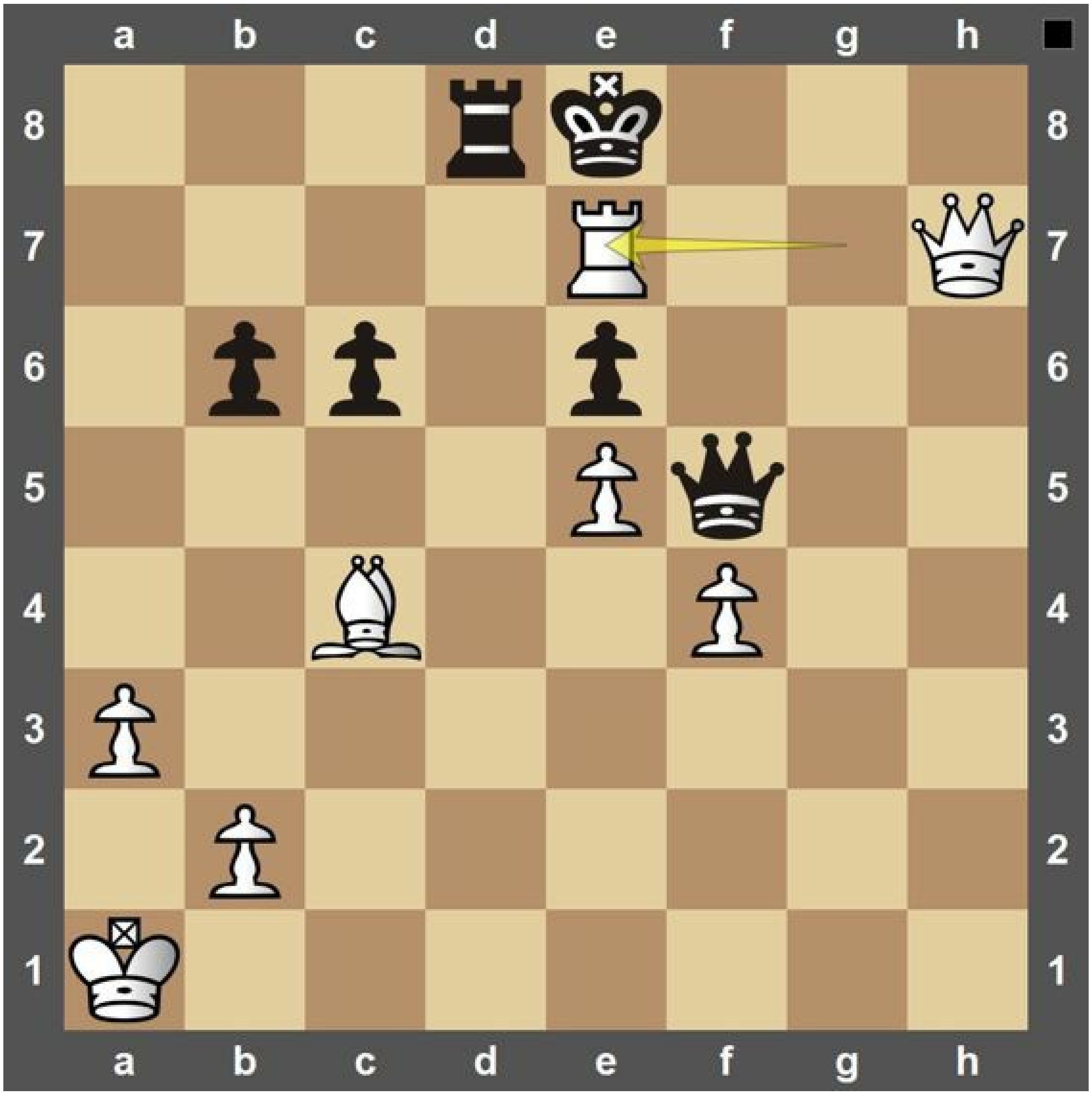
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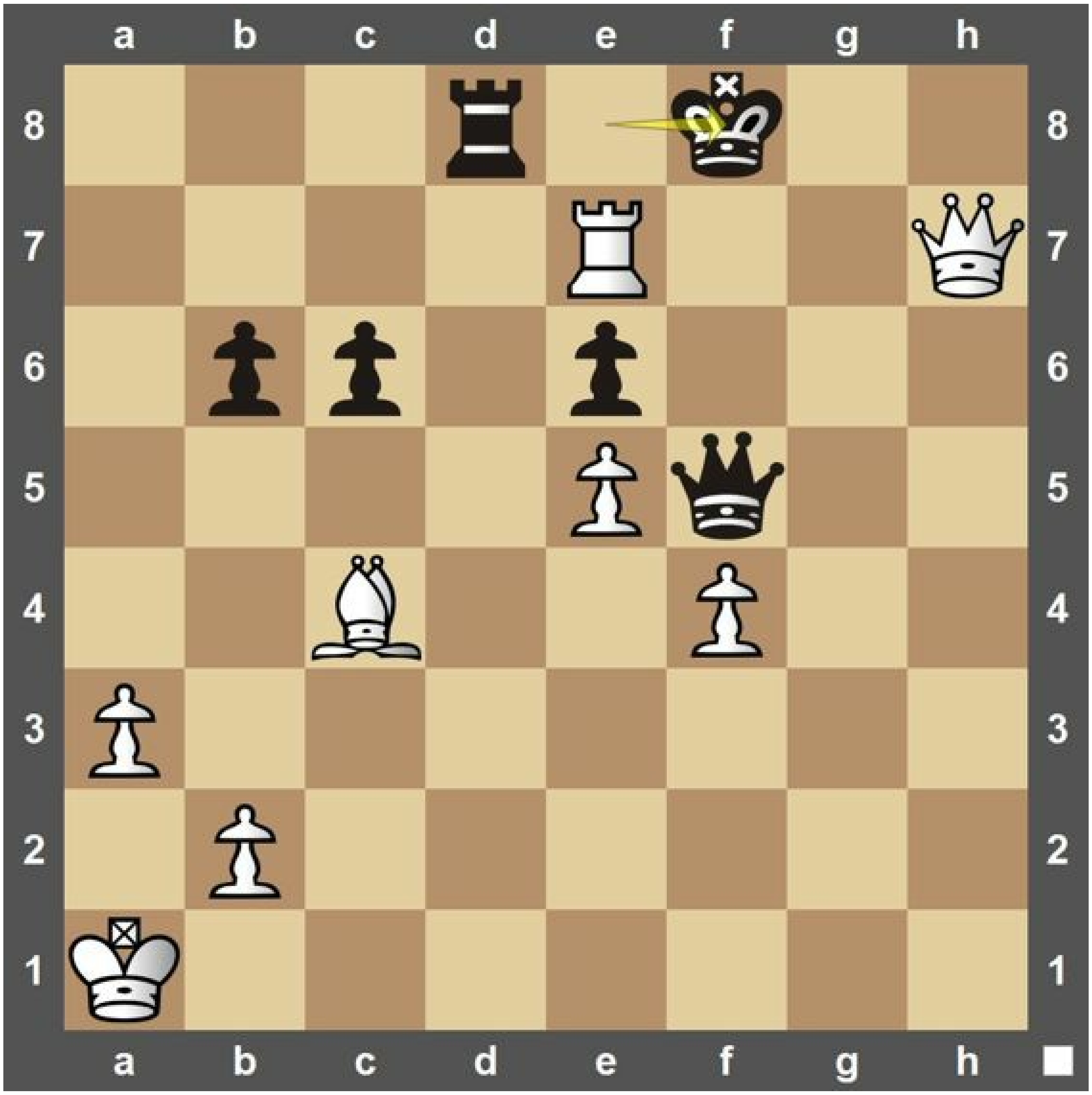
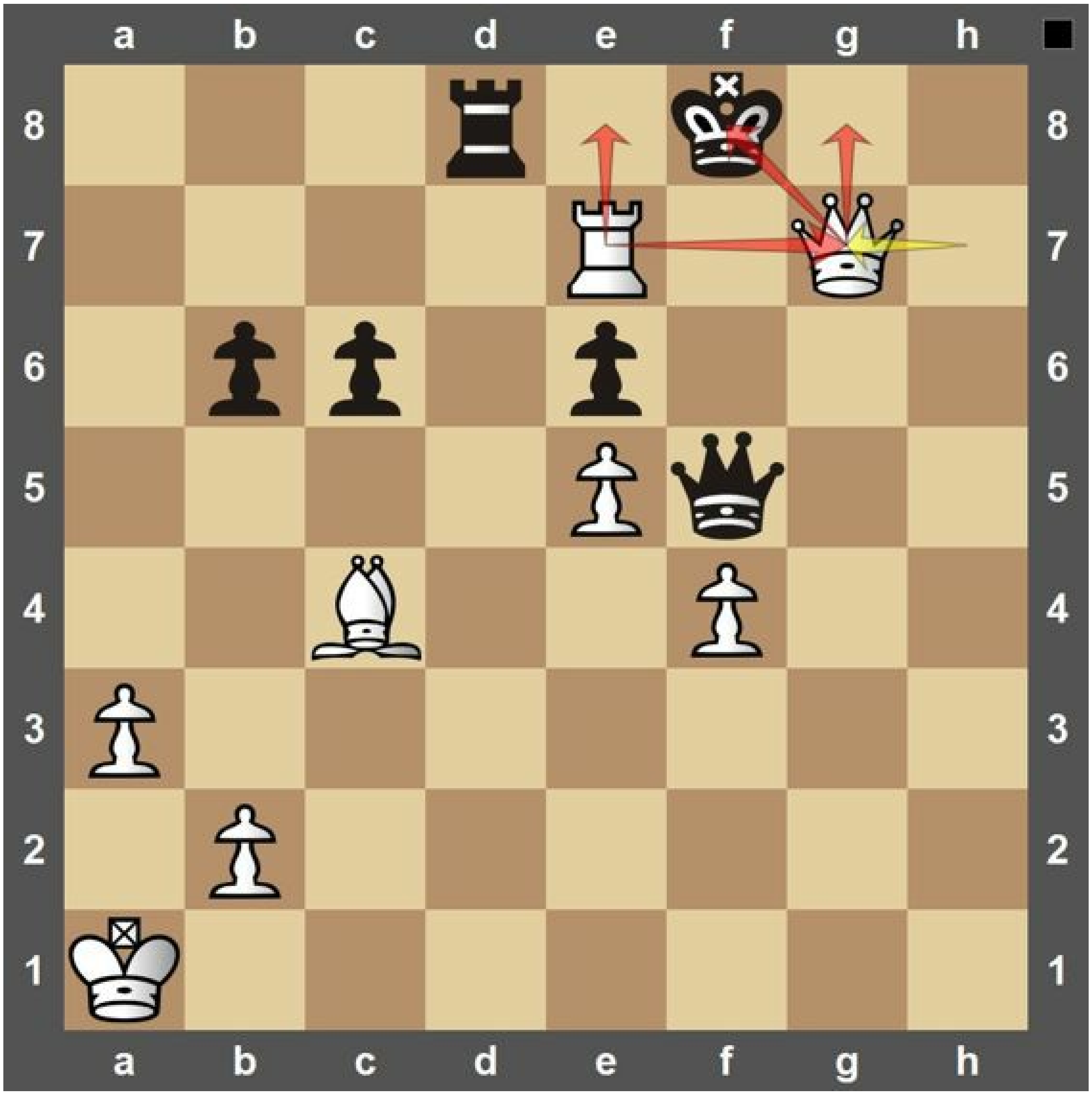
34: **1.Rxe7+** Kf8 2.Qg7#



34: **1.Rxe7+ Kf8** 2.Qg7#



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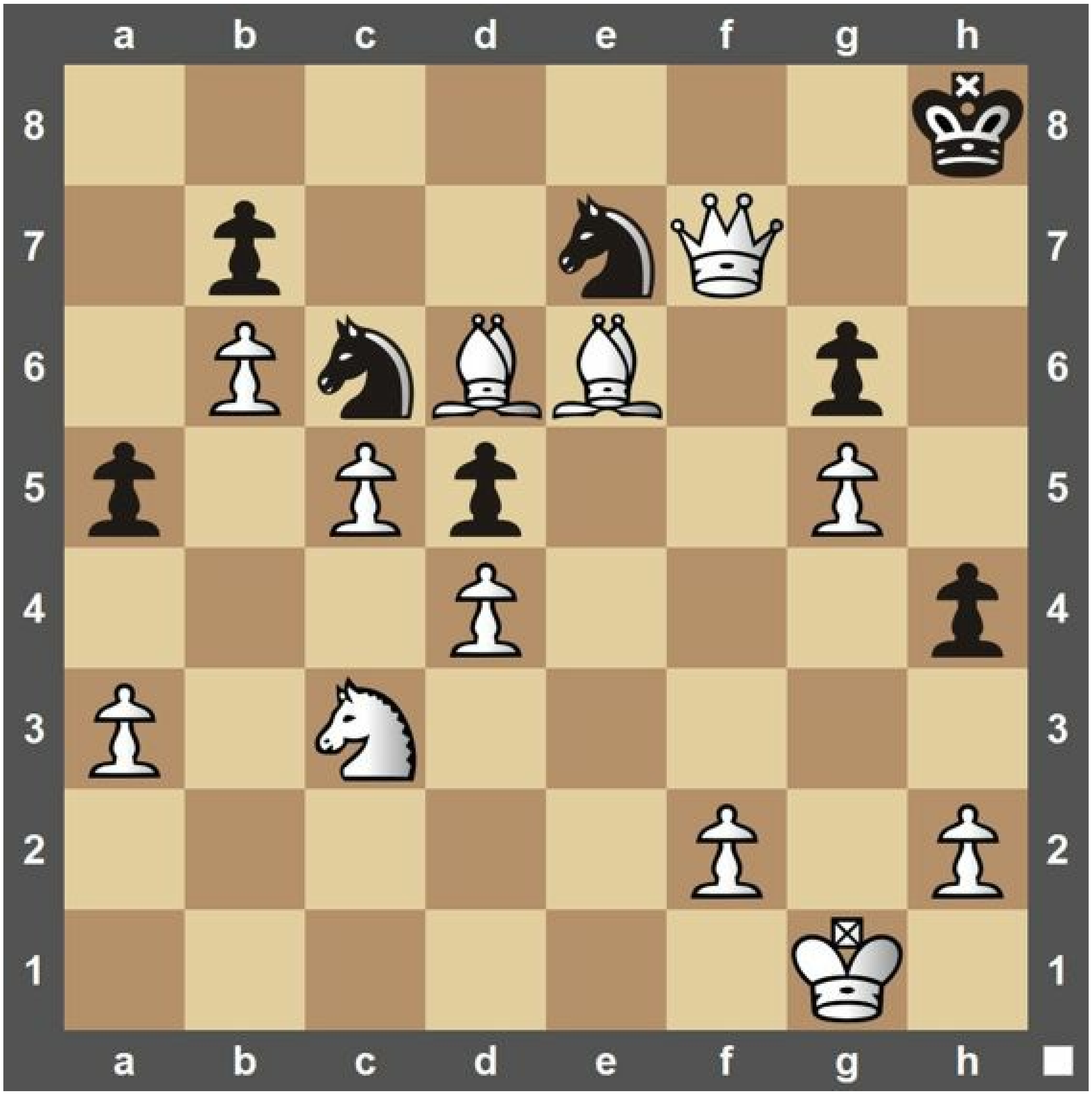
34: **1.Rxe7+ Kf8 2.Qg7#**

White is careful not to get in a fight with the black queen.



35: White to move.

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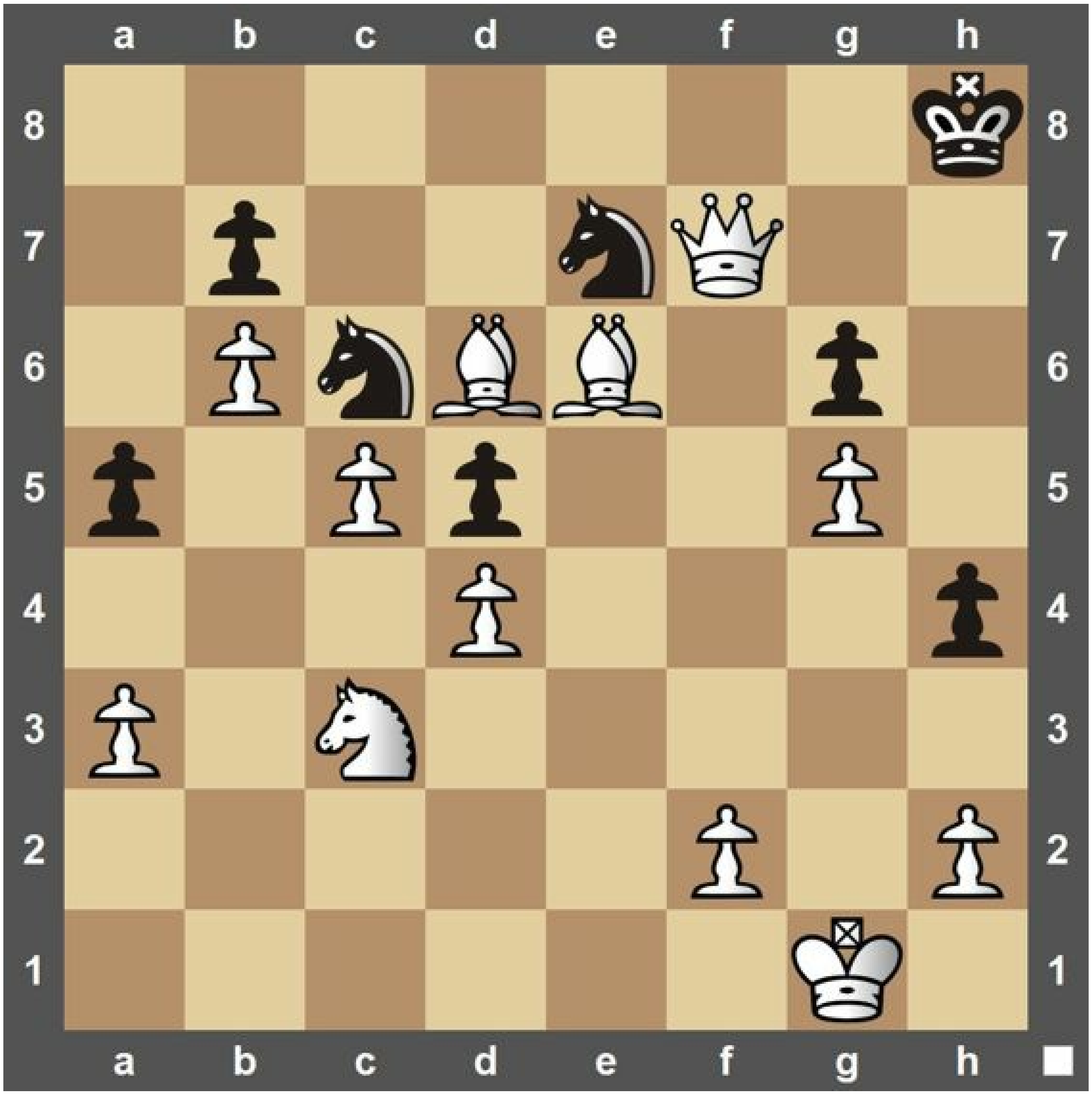

35: 1.Qf8+ Kh7 [1...Ng8 2.Qxg8#] 2.Qh6#

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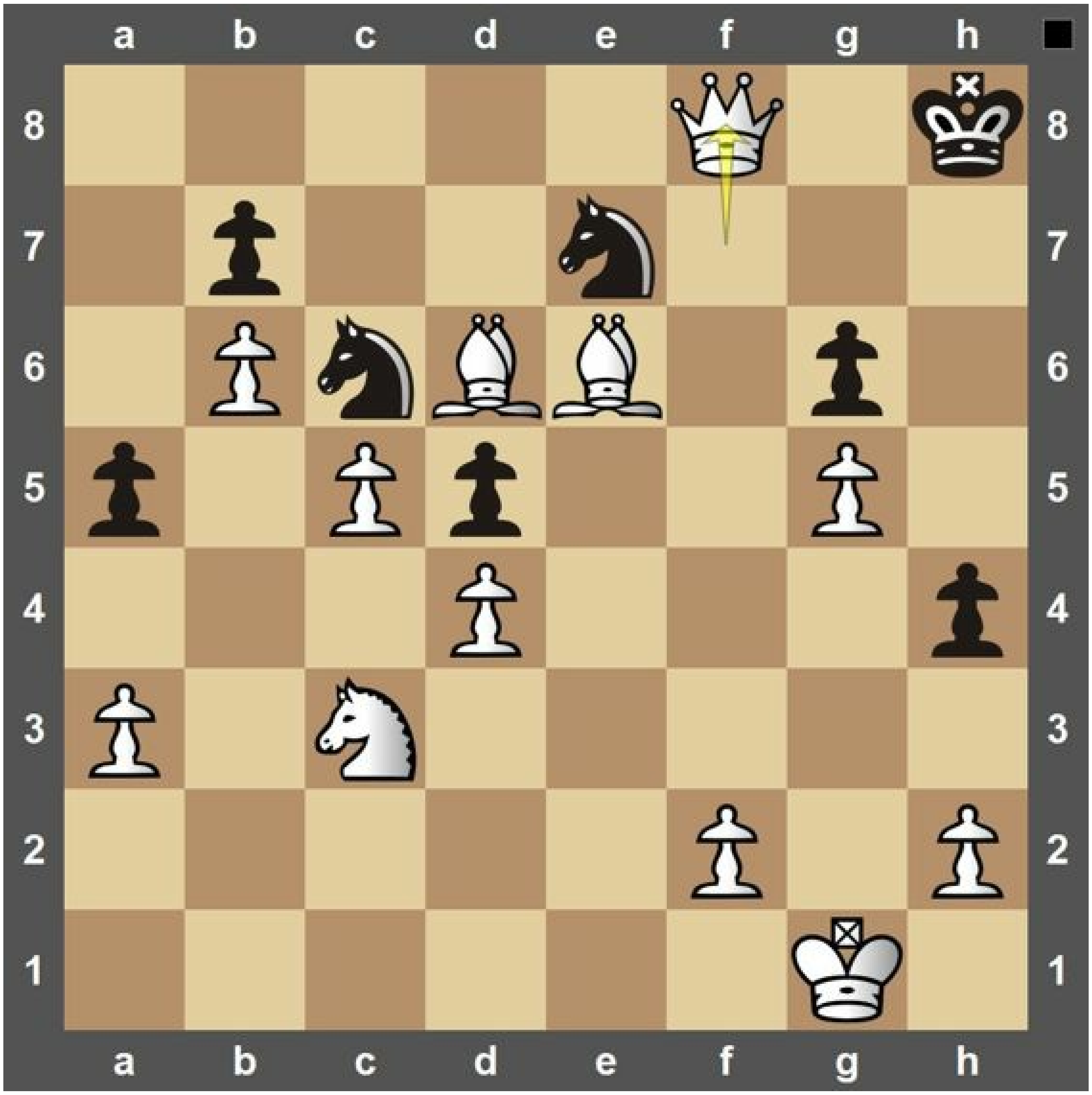
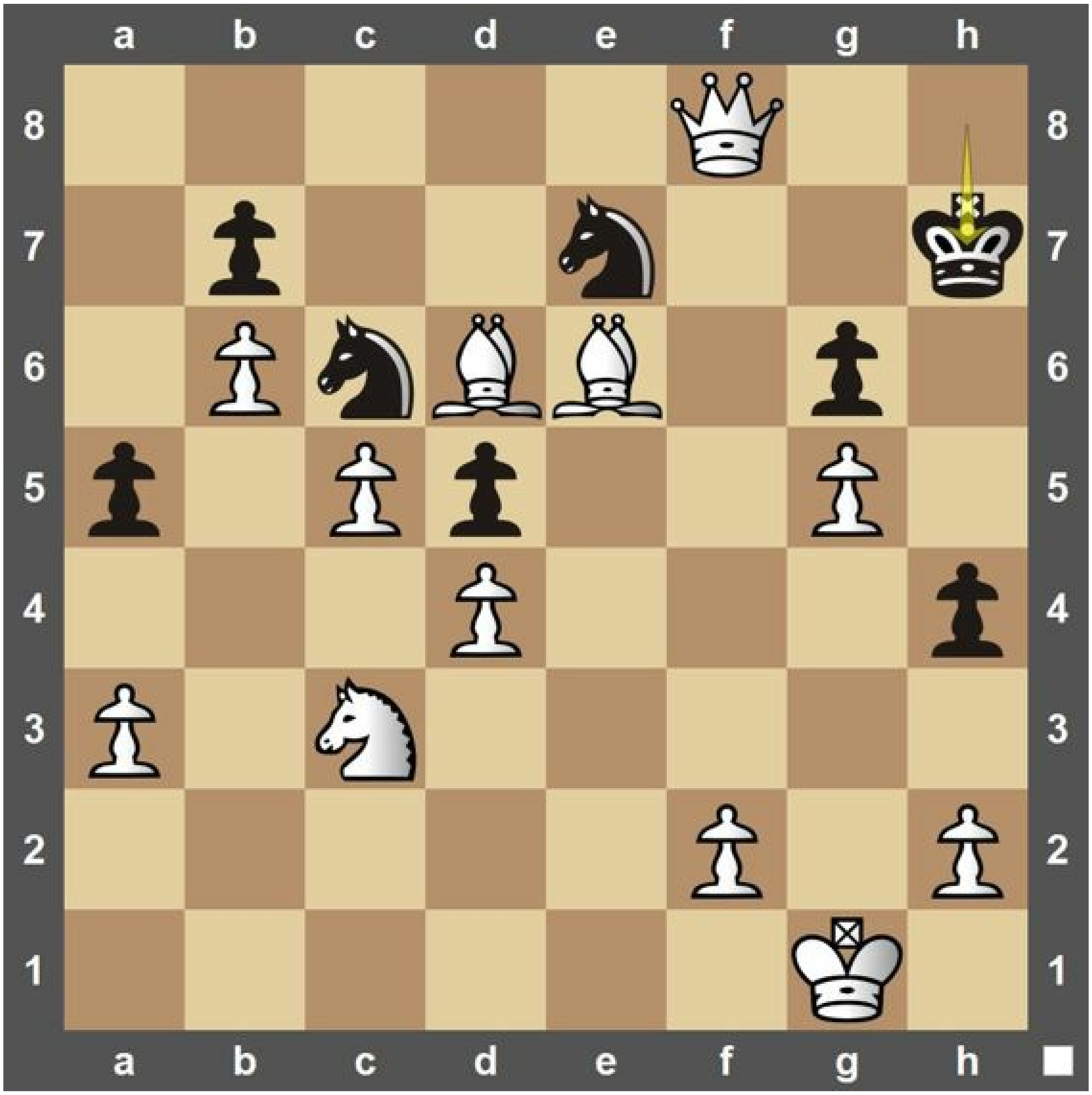


35: **1.Qf8+** Kh7 [1...Ng8 2.Qxg8#] 2.Qh6#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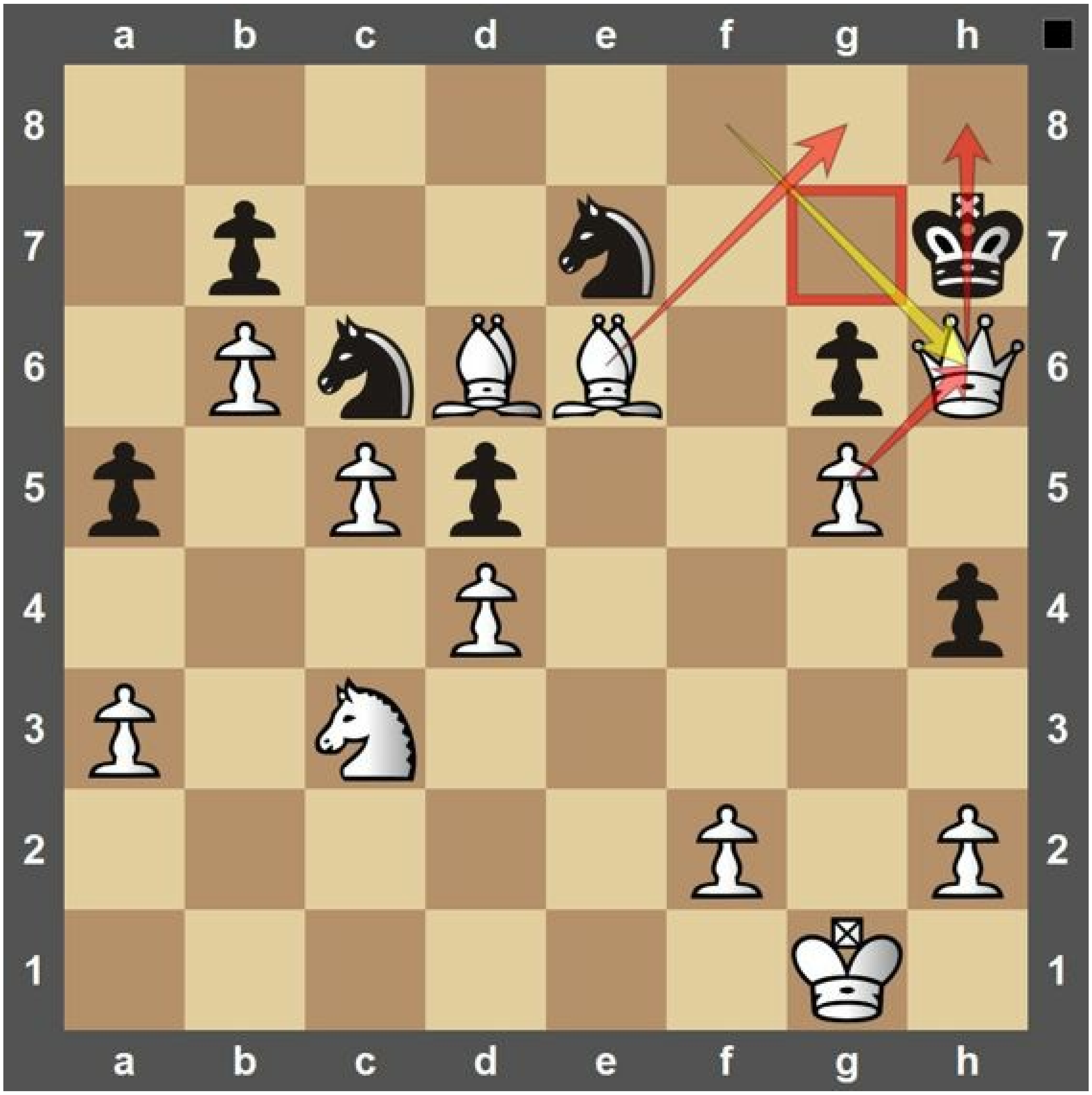
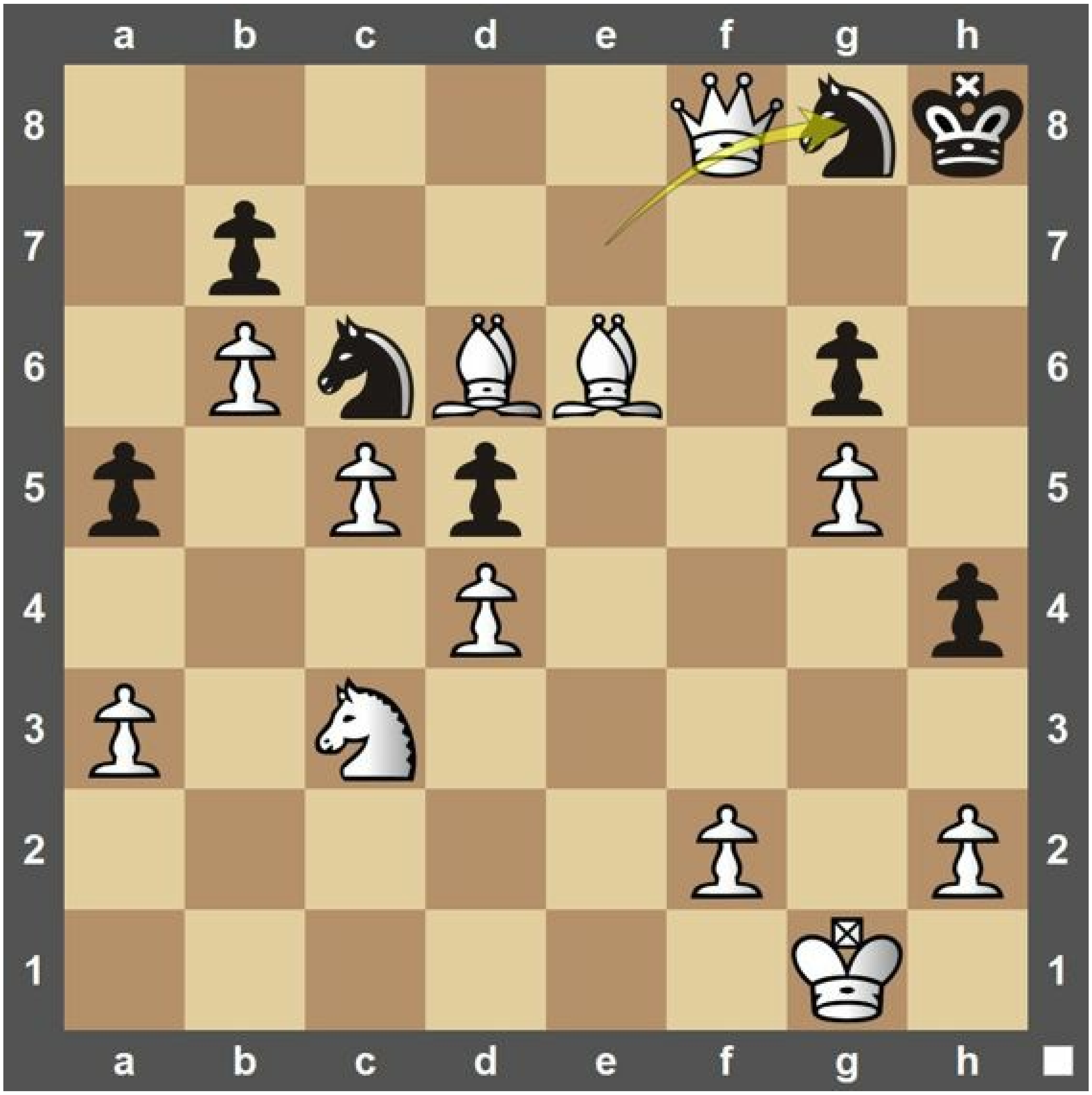
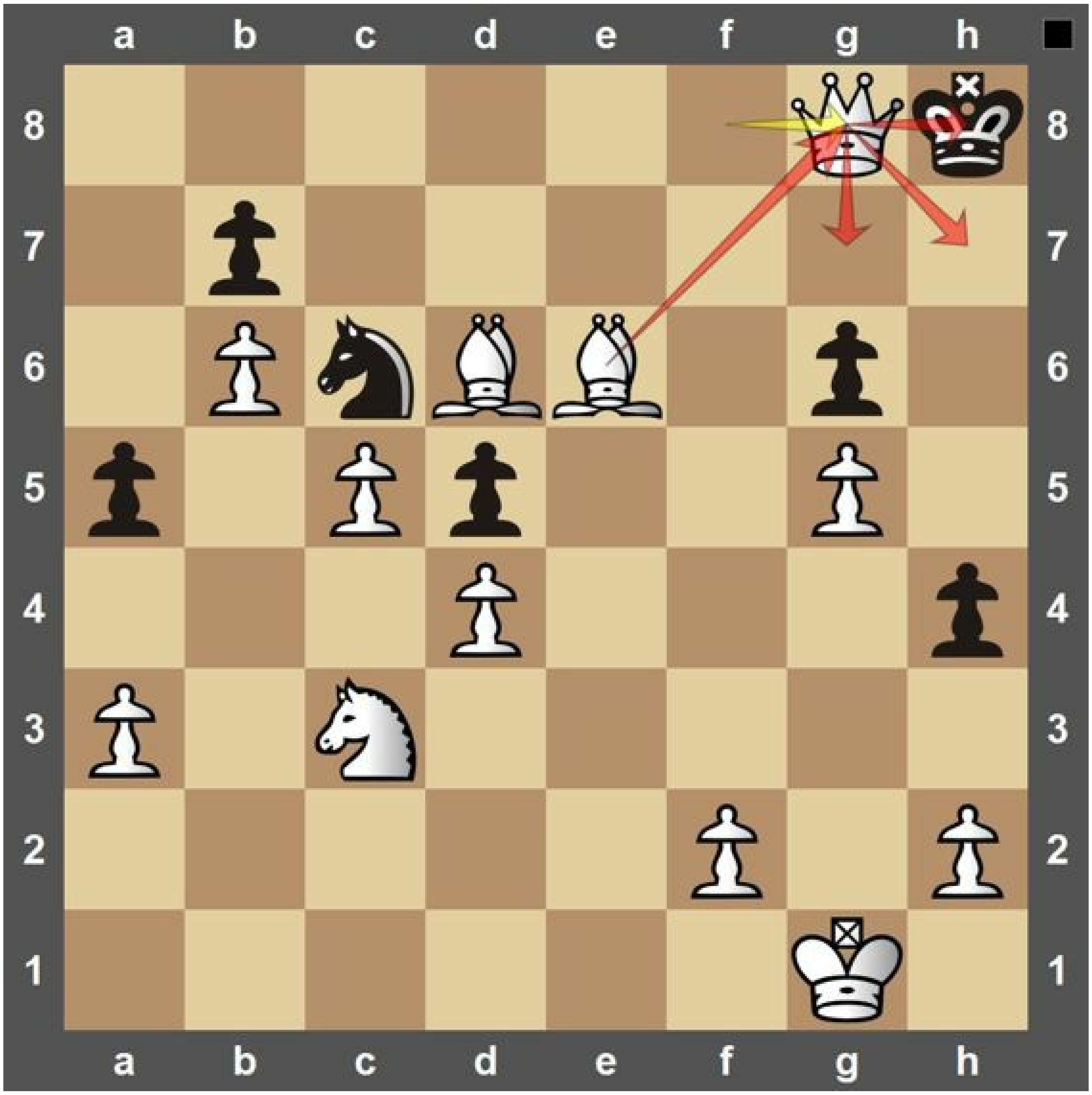
35: **1.Qf8+ Kh7** [1...Ng8 2.Qxg8#] 2.Qh6#



35: **1.Qf8+ Kh7** [1...Ng8 2.Qxg8#] **2.Qh6#**



35: **1.Qf8+** Kh7 [**1...Ng8** 2.Qxg8#] 2.Qh6#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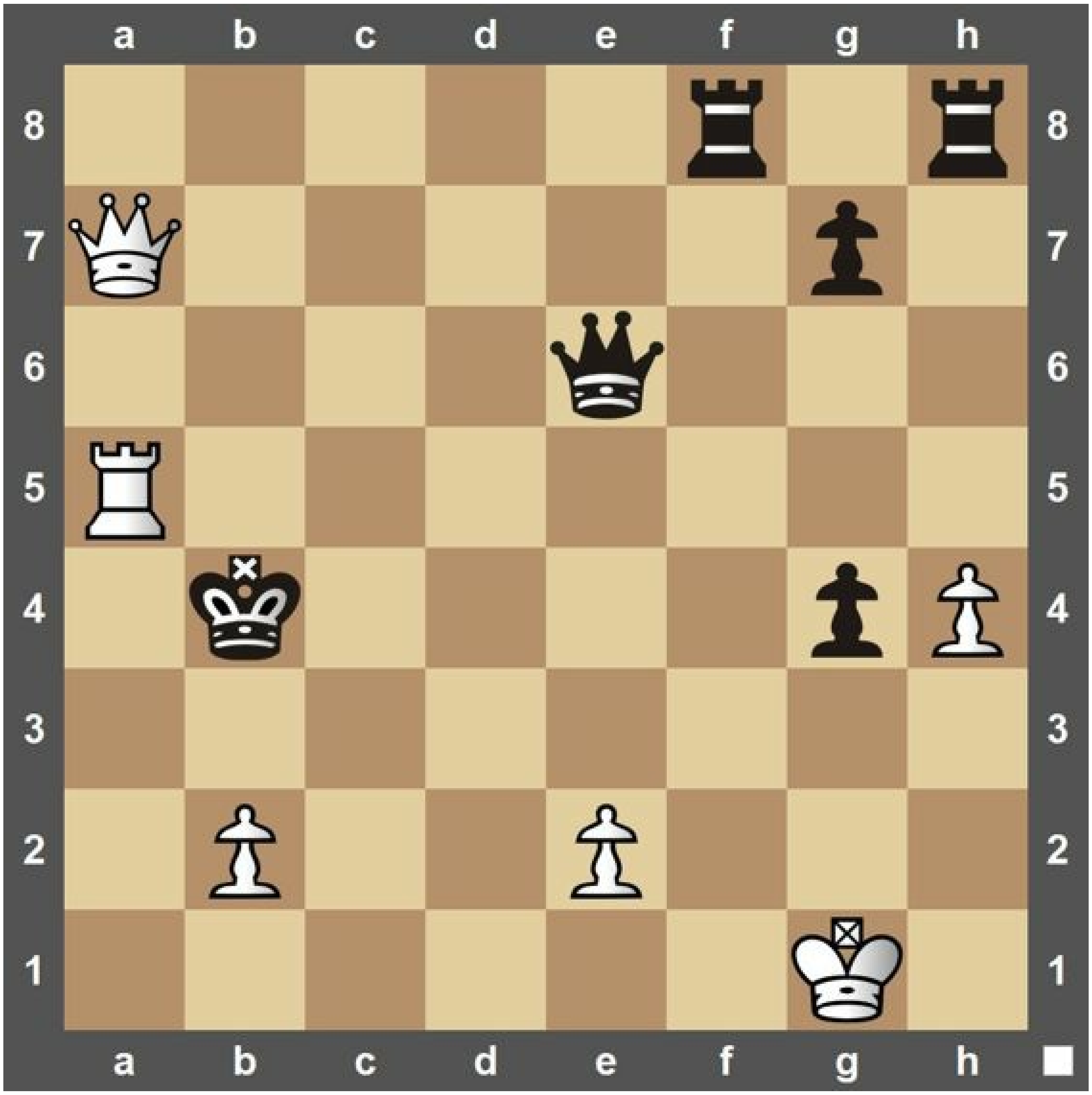
35: **1.Qf8+** Kh7 [**1...Ng8 2.Qxg8#**] 2.Qh6#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36: White to move.

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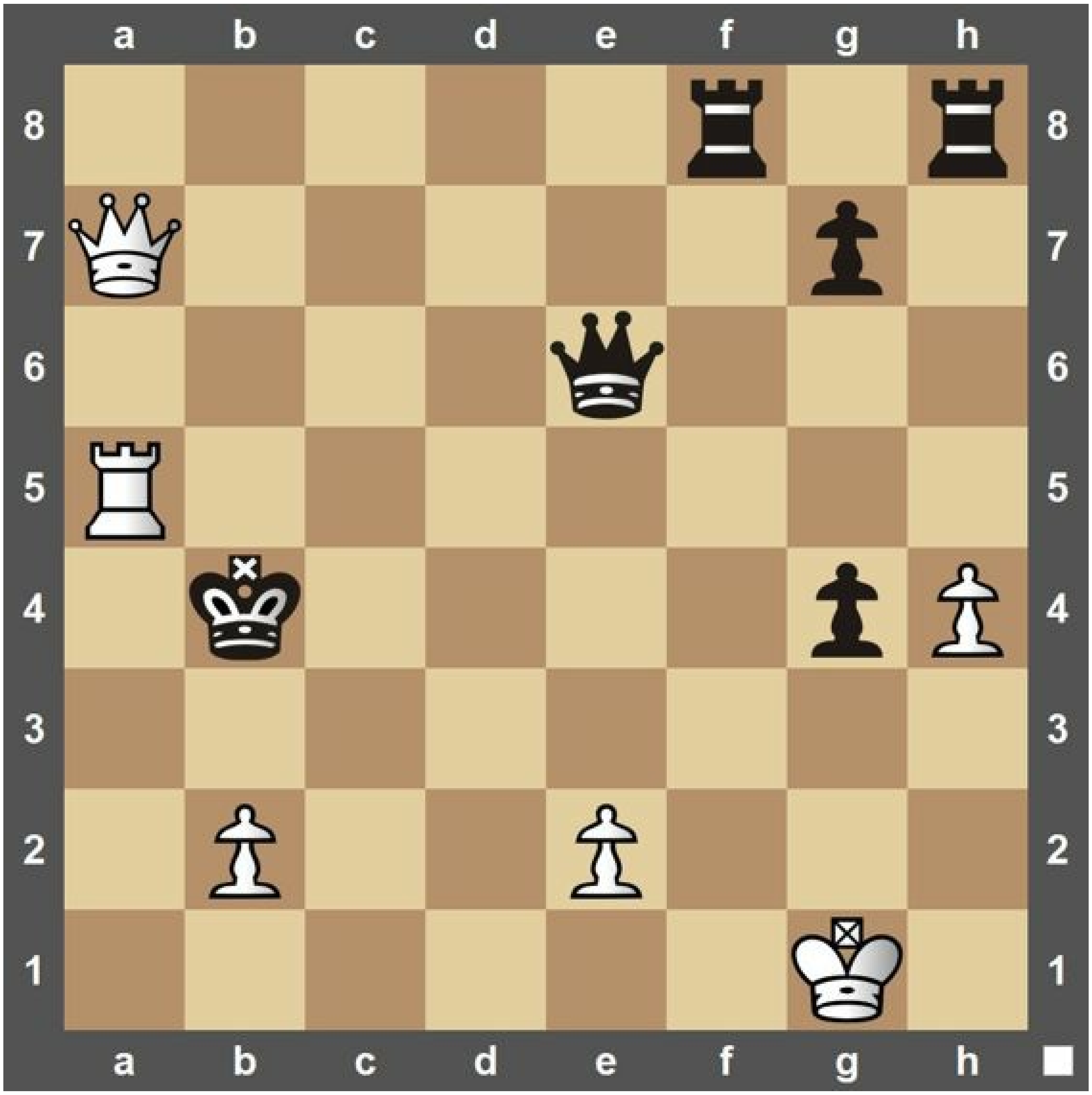

36: 1.Qc5+ Kb3 2.Qc3#

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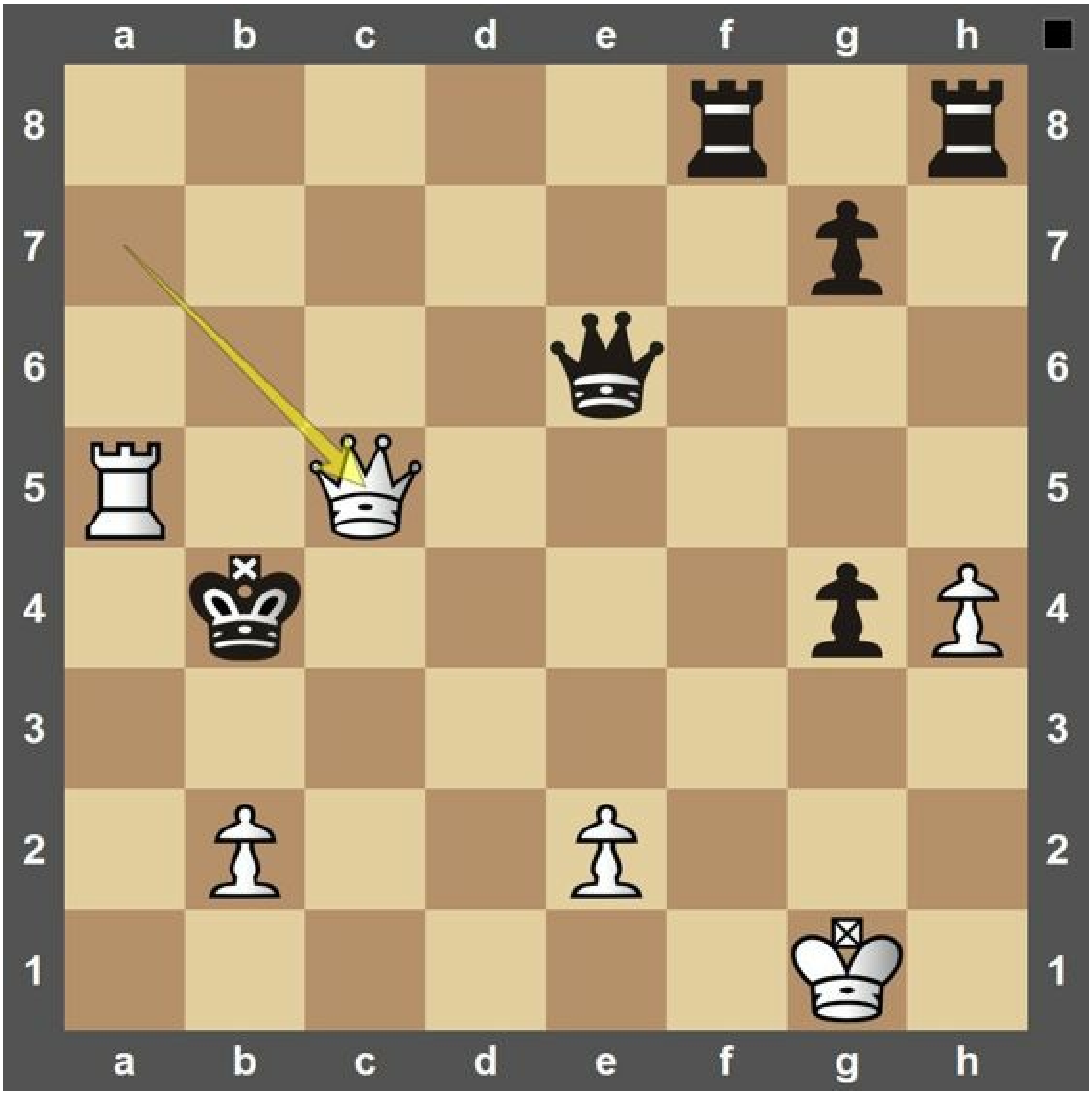
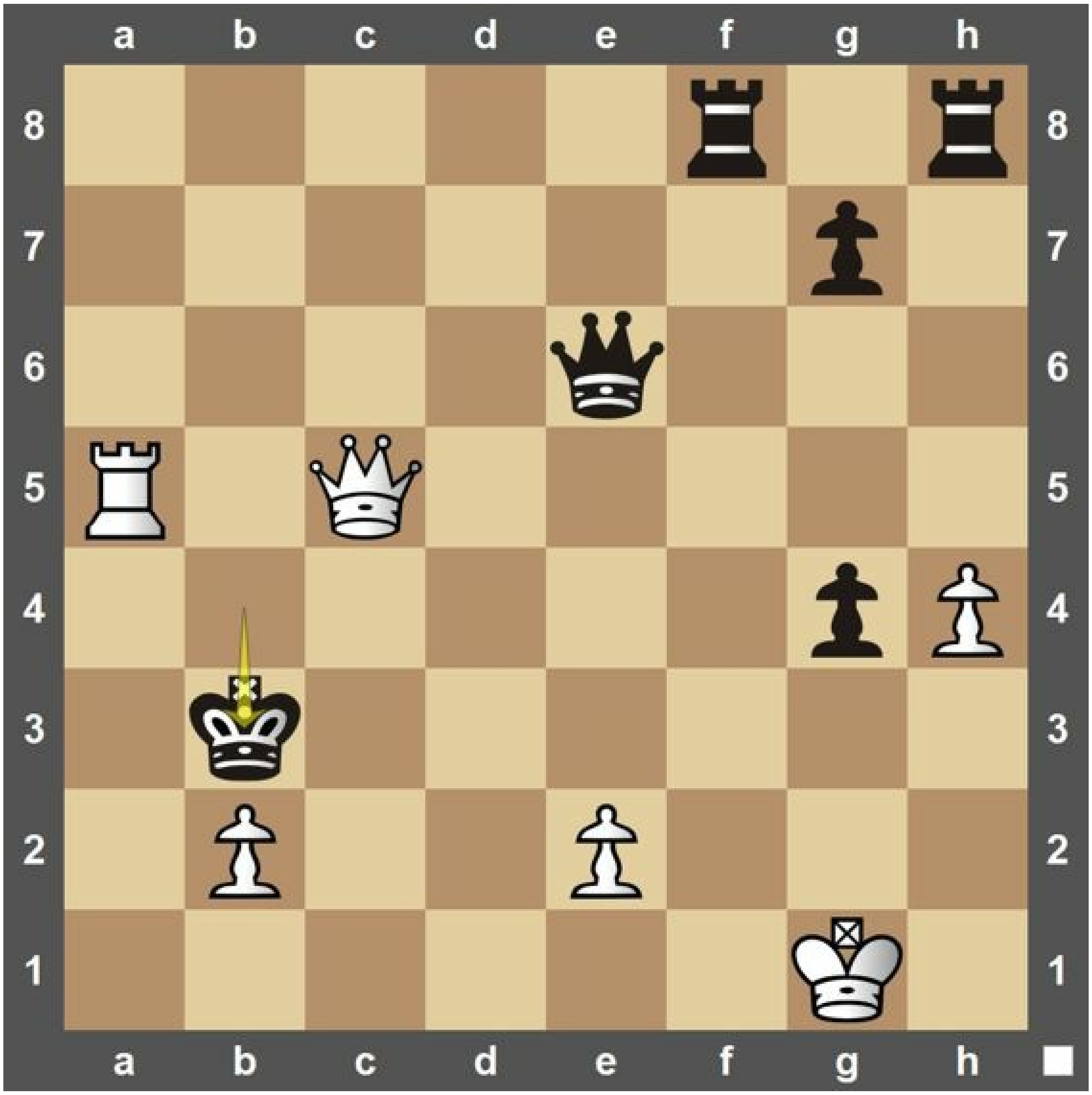


36: **1.Qc5+** Kb3 2.Qc3#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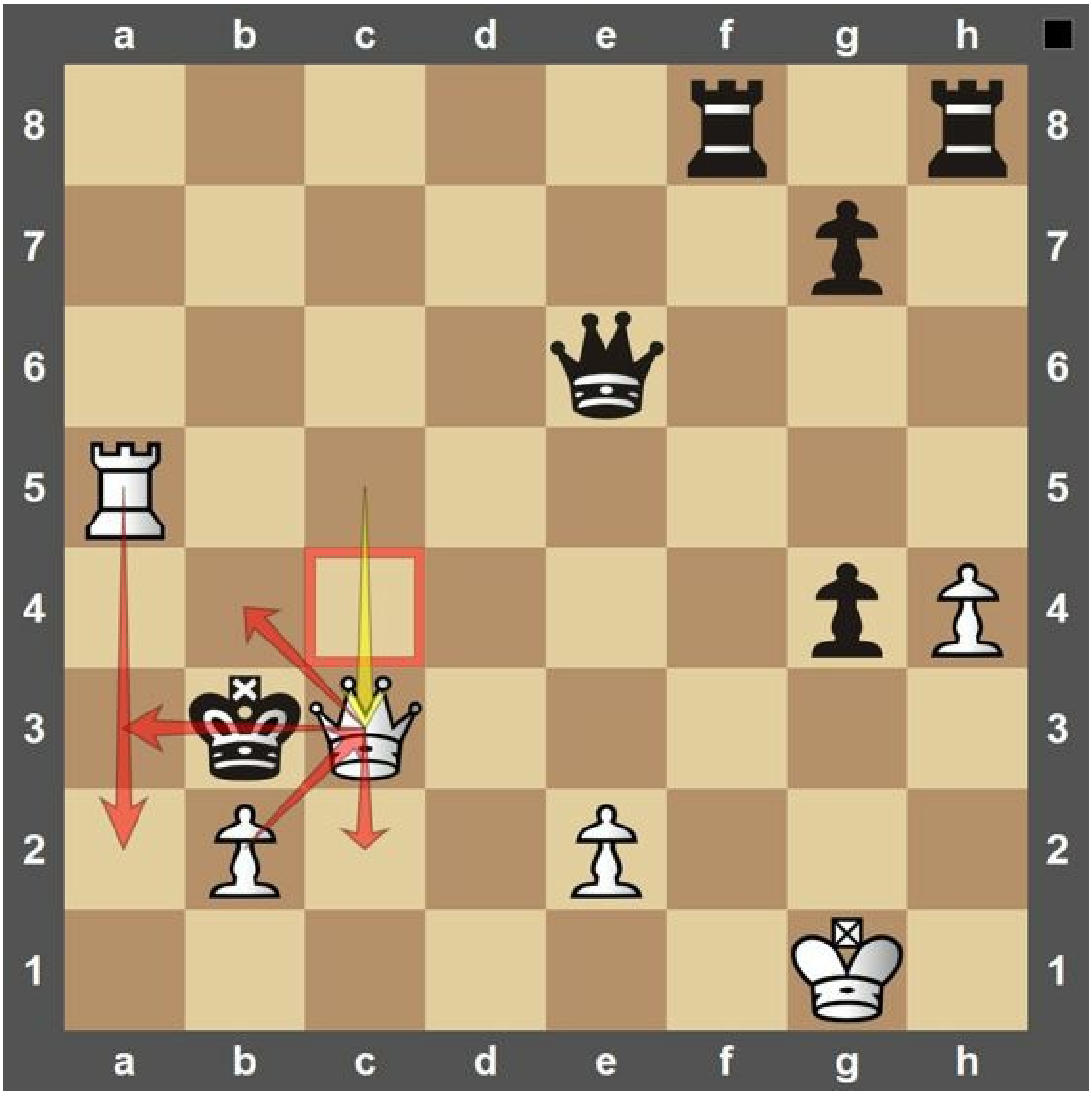
36: **1.Qc5+ Kb3** 2.Qc3#



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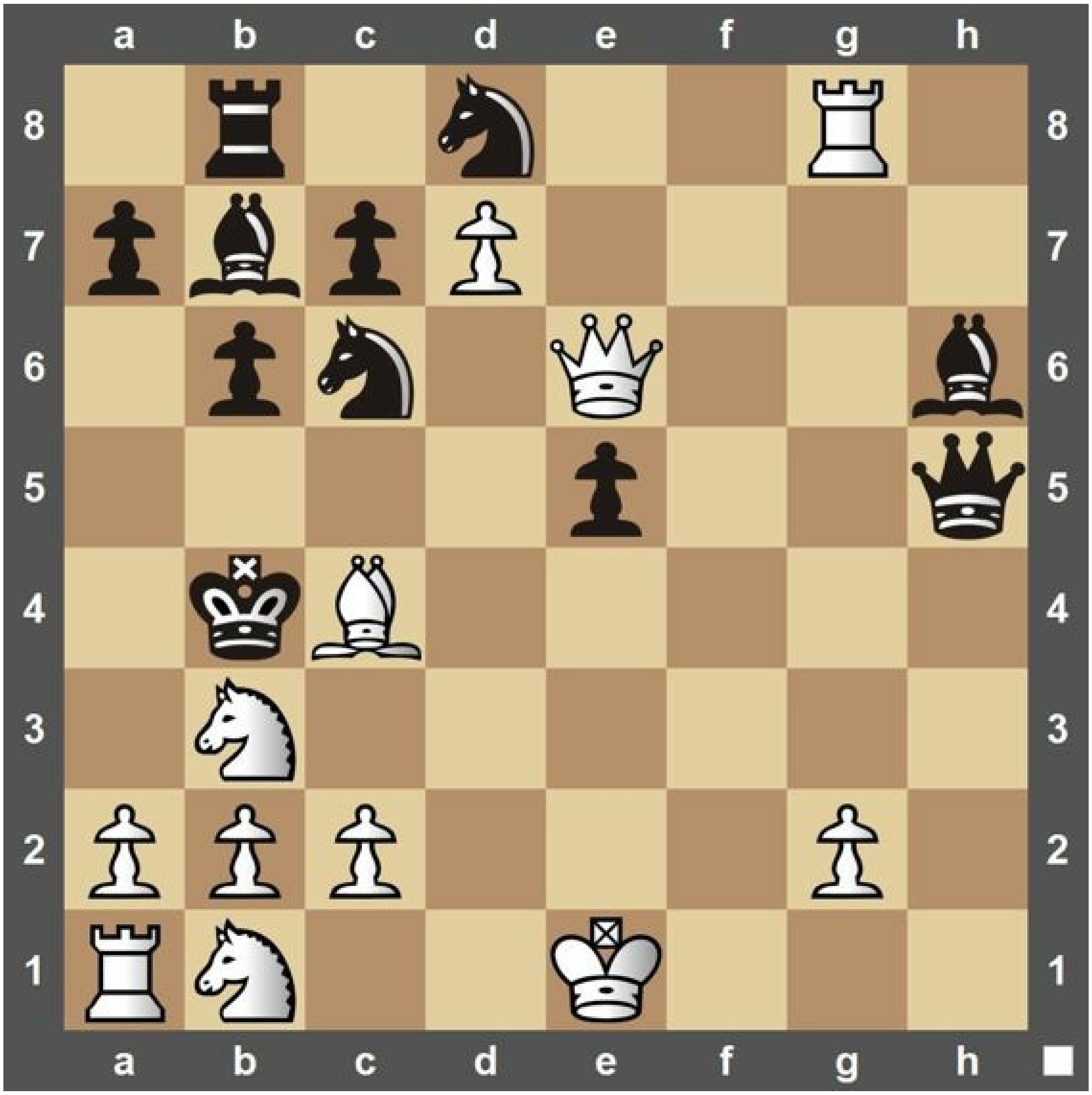
36: **1.Qc5+ Kb3 2.Qc3#**

The queen defends the pawn and the pawn defends the queen.



37: White to move.

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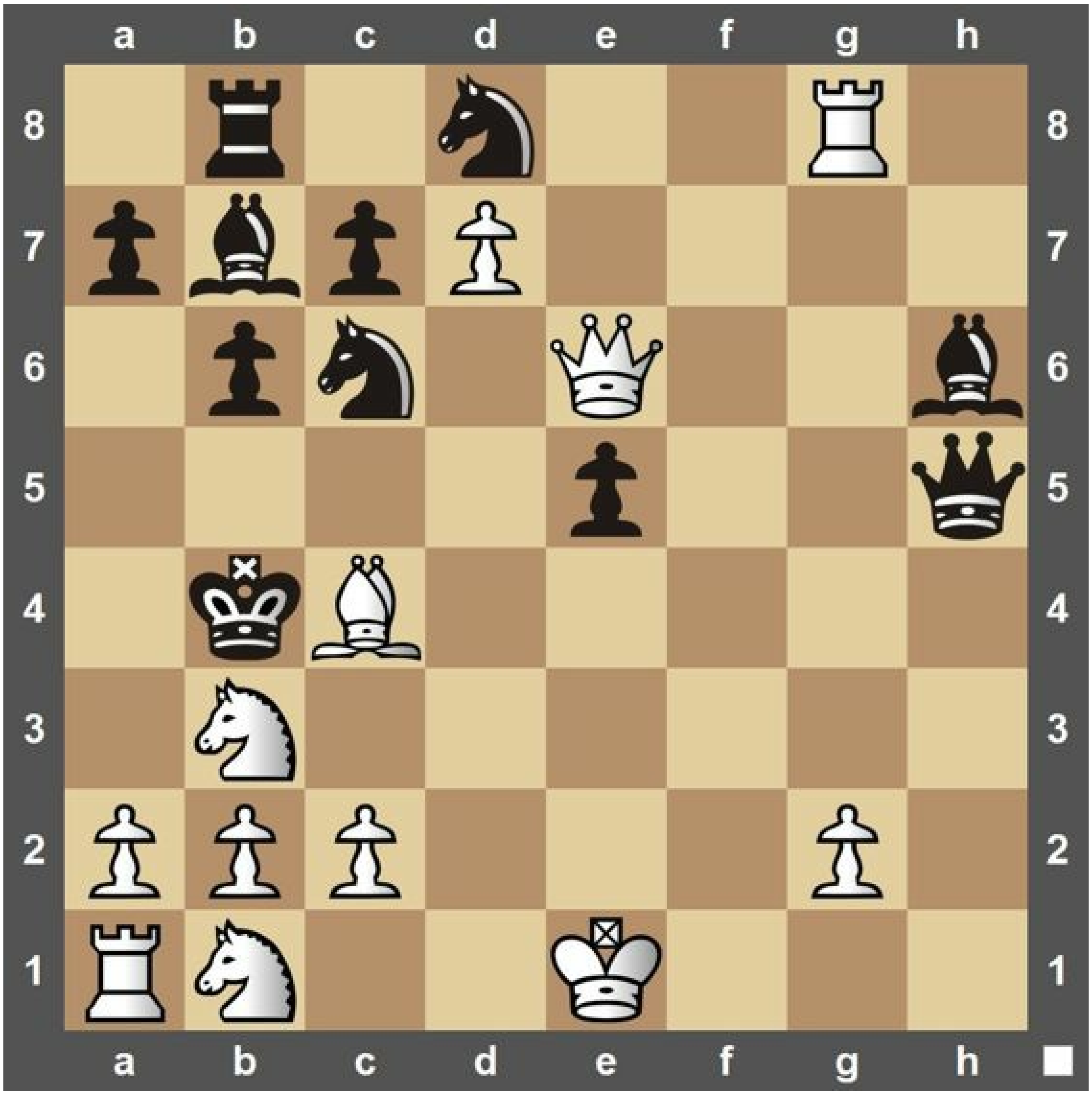
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37: 1.a3+ Ka4 2.Nc3#

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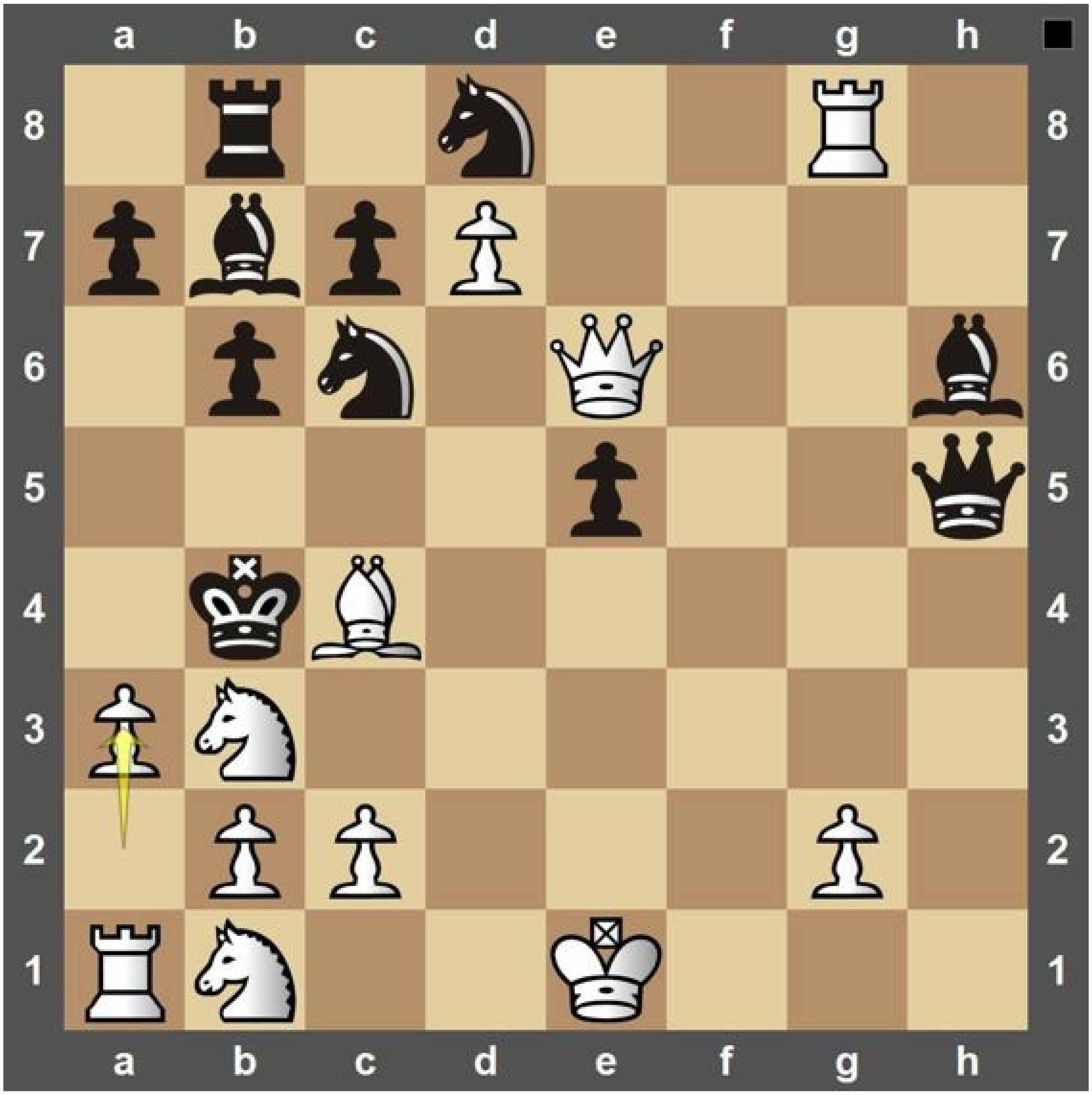
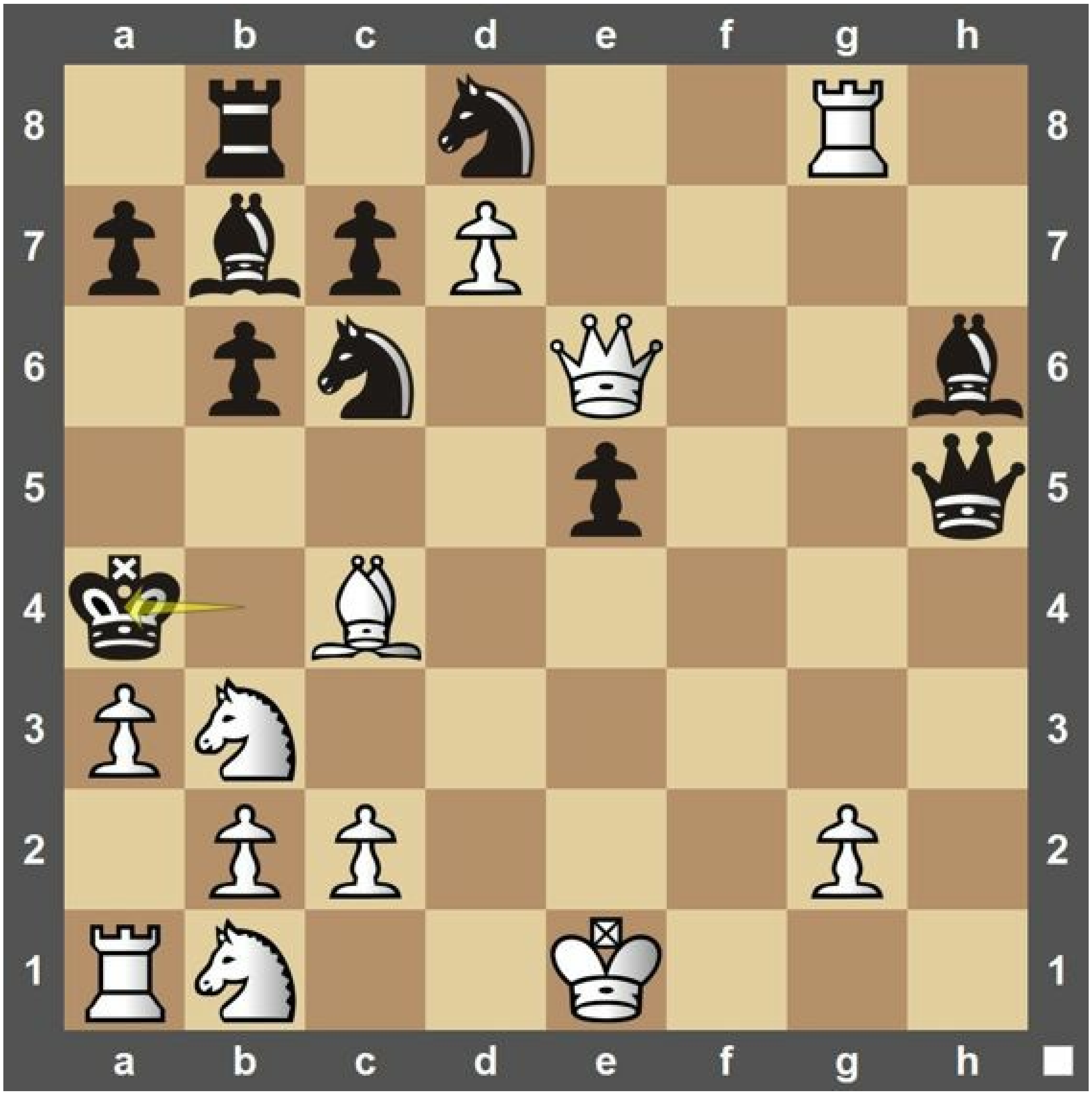
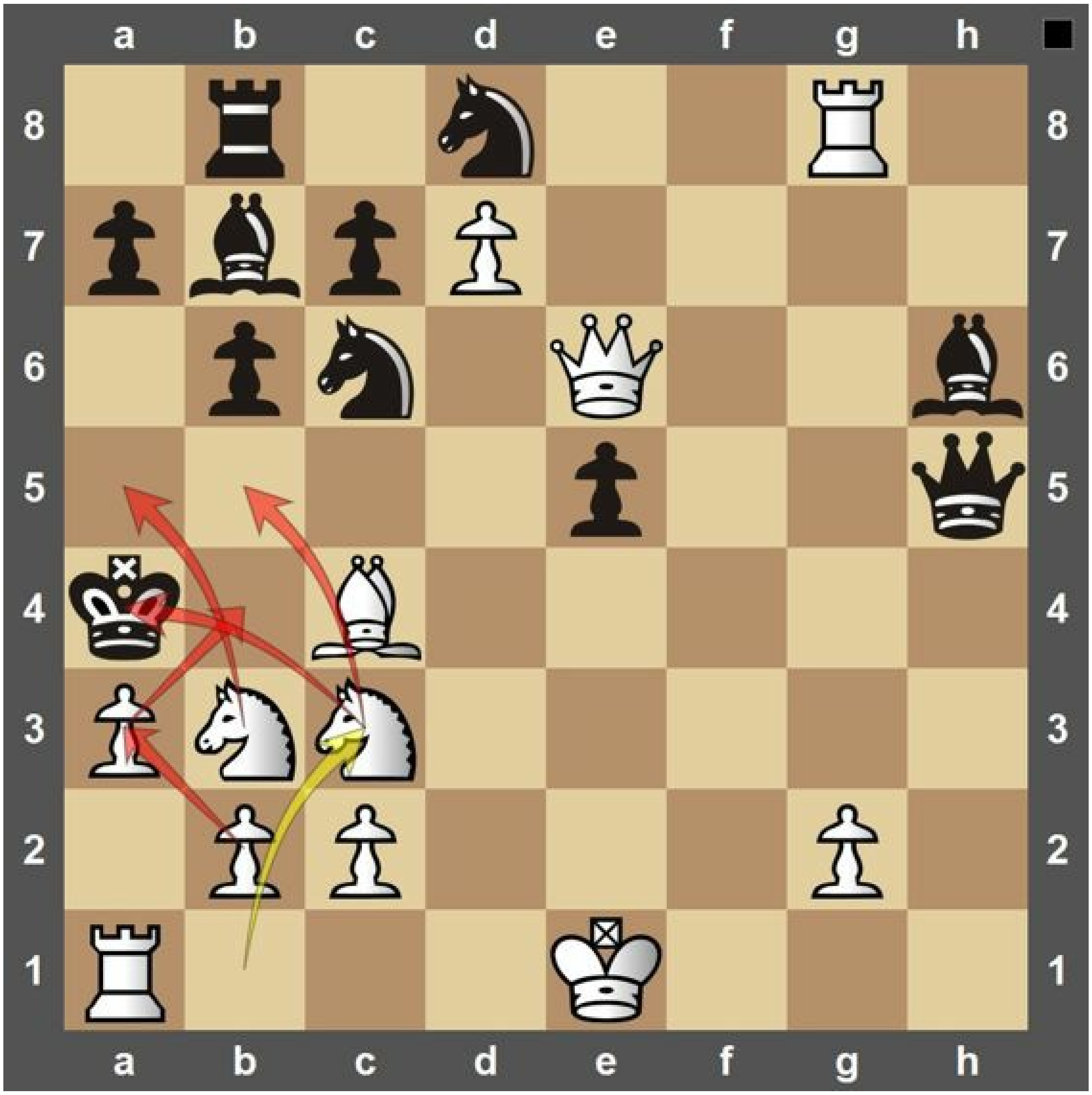


37: **1.a3+** Ka4 2.Nc3#



37: **1.a3+ Ka4** 2.Nc3#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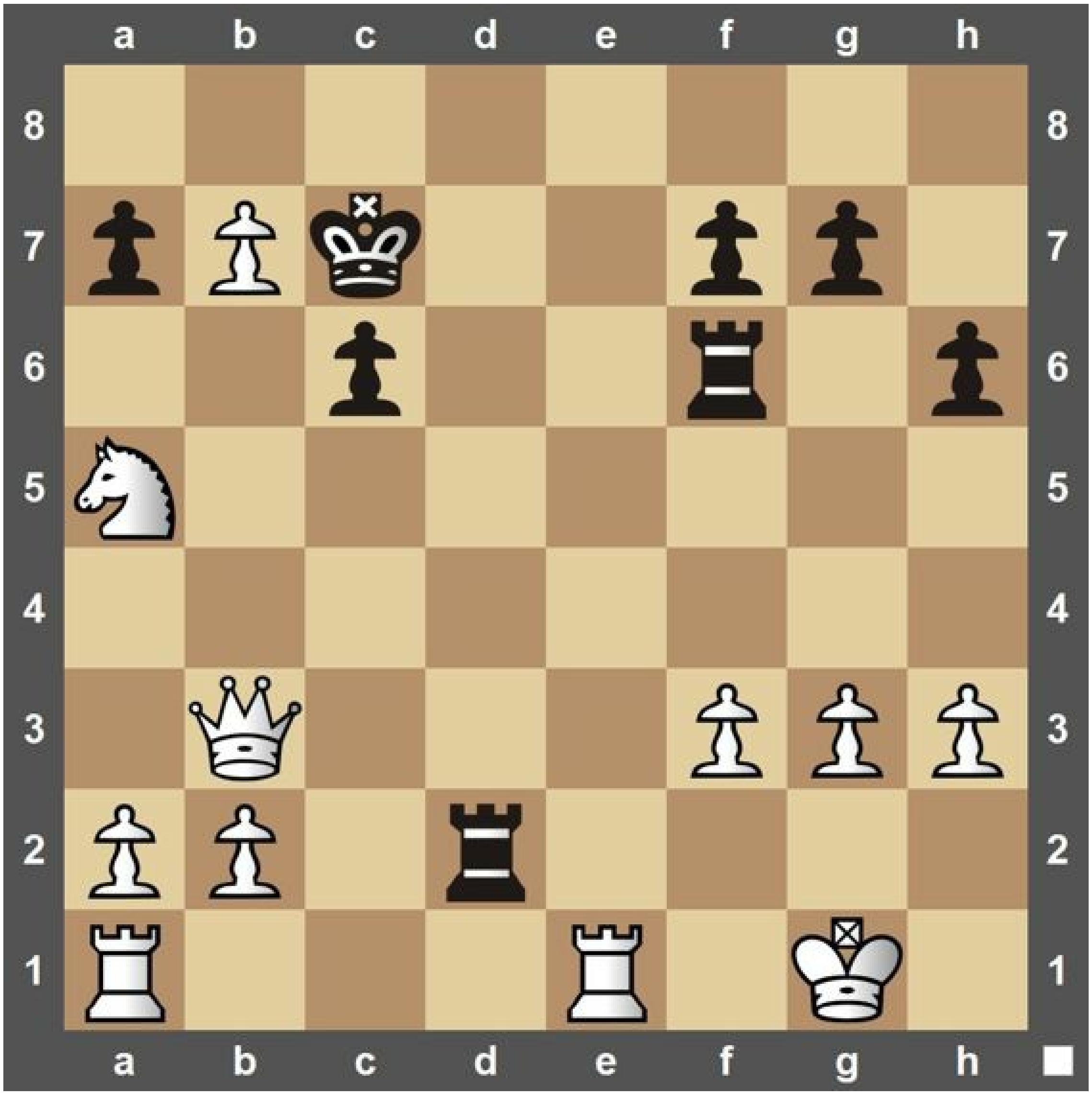
37: **1.a3+ Ka4 2.Nc3#**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38: White to move.

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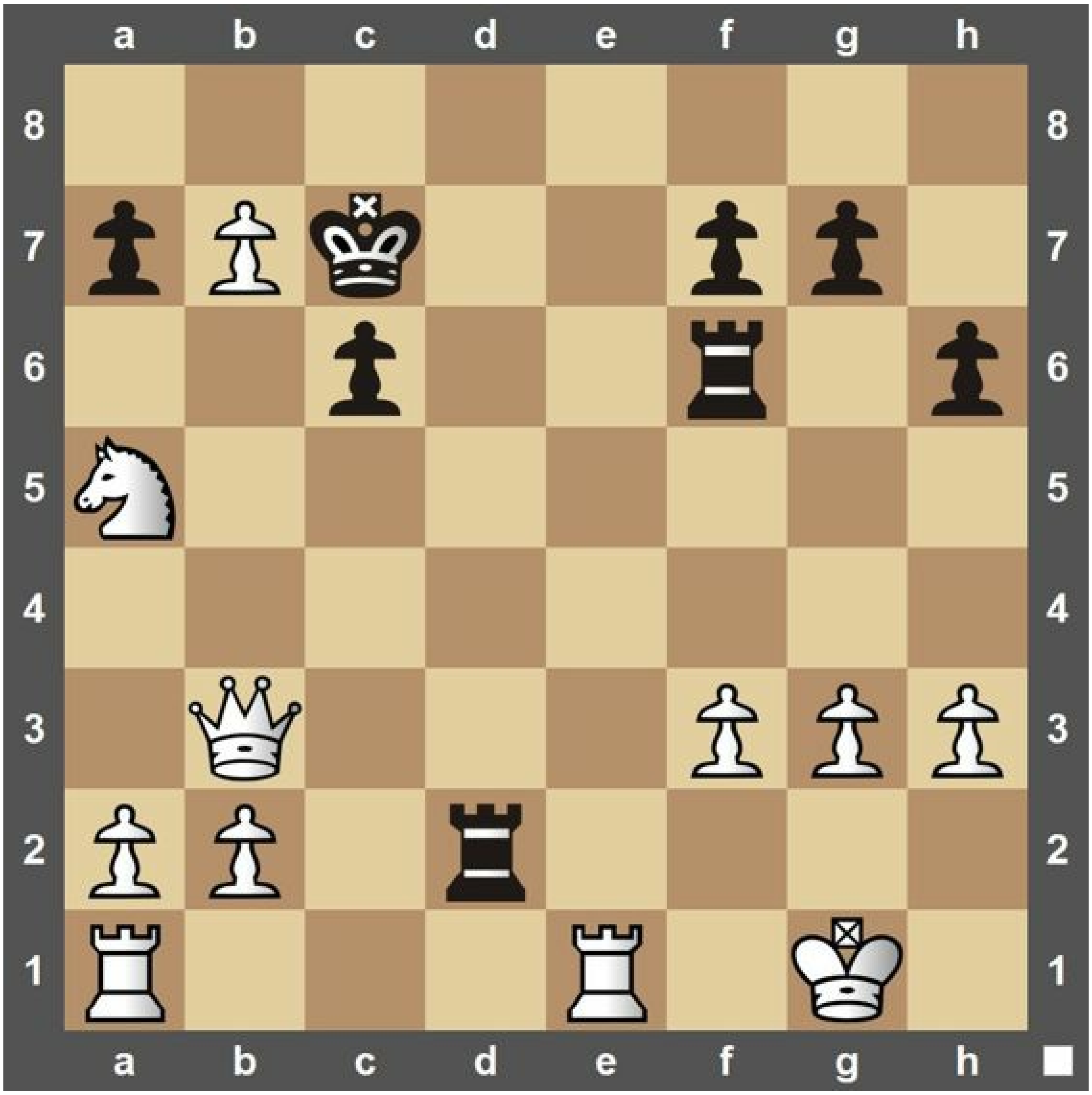
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38: 1.b8Q+ Kd7 2.Q3b7#

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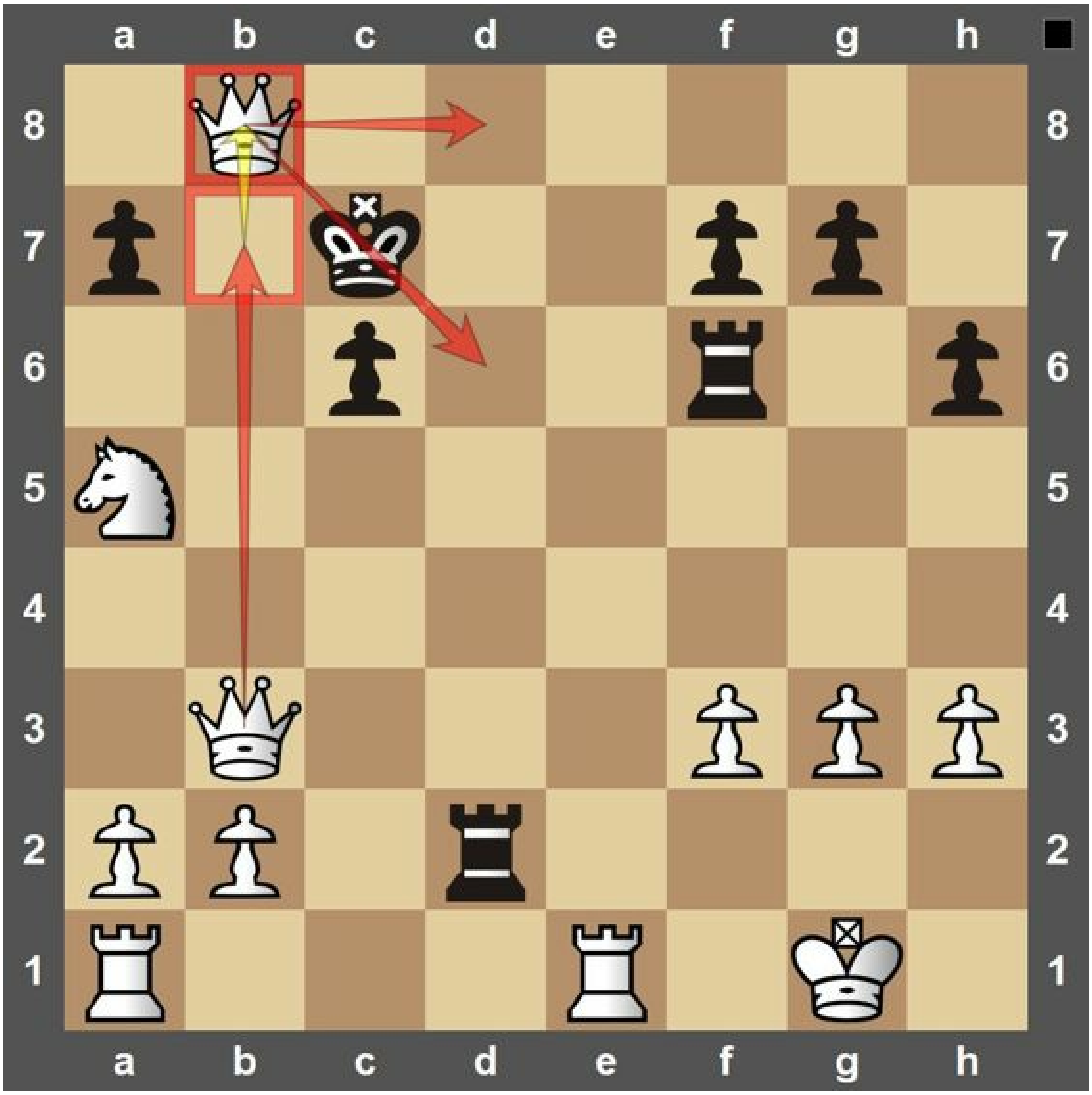
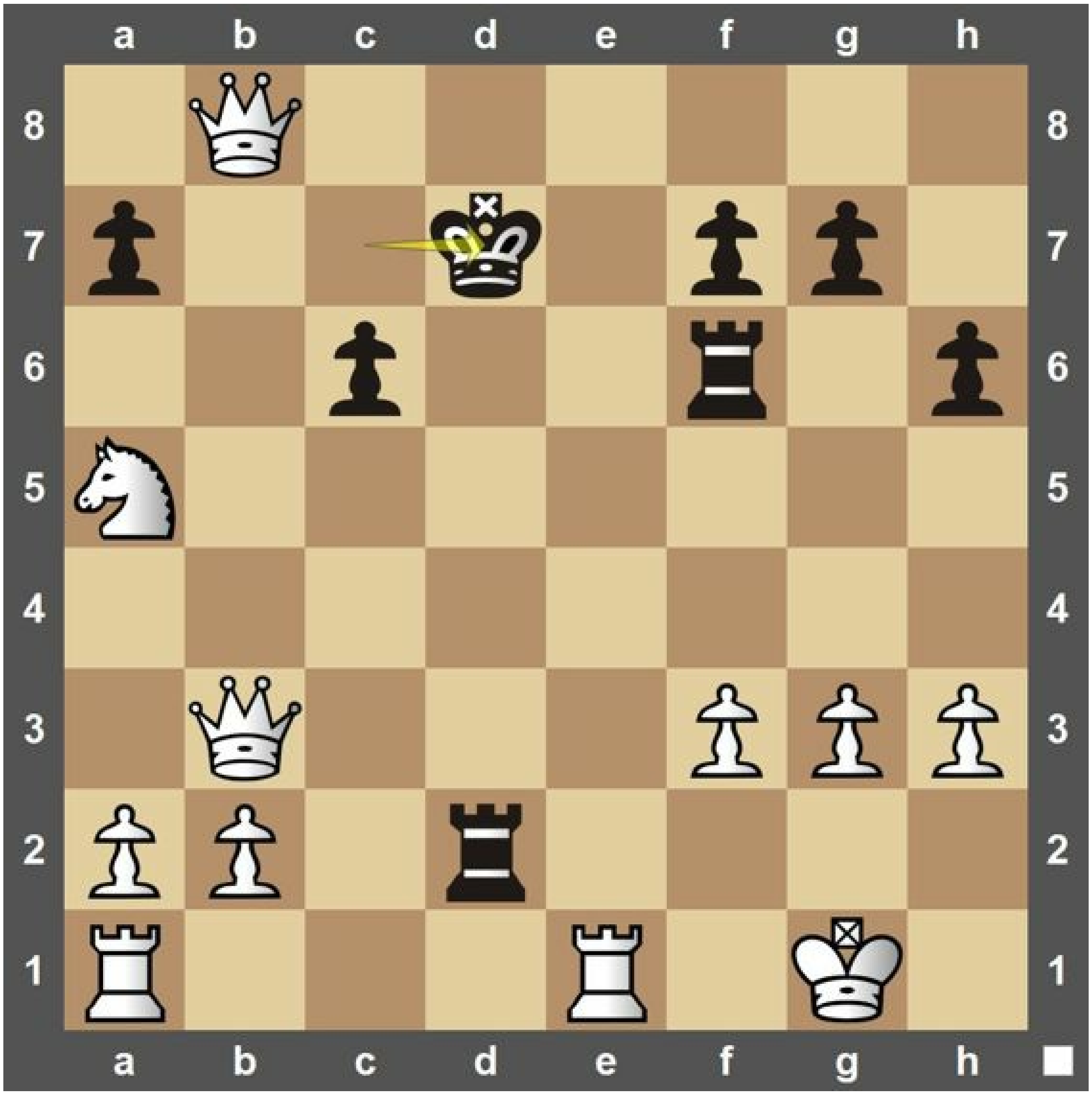


38: **1.b8Q+** Kd7 2.Q3b7#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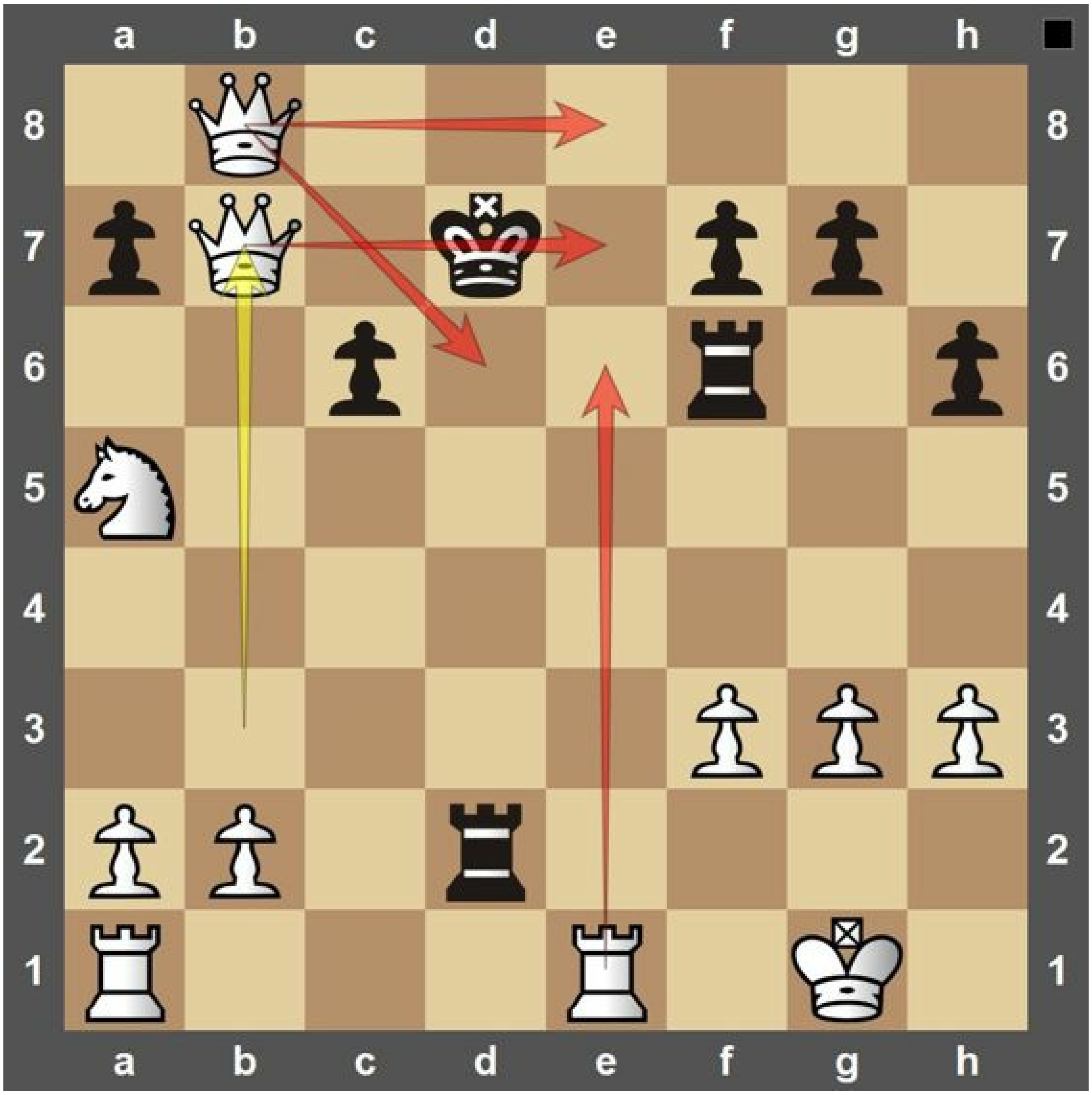
38: **1.b8Q+ Kd7** 2.Q3b7#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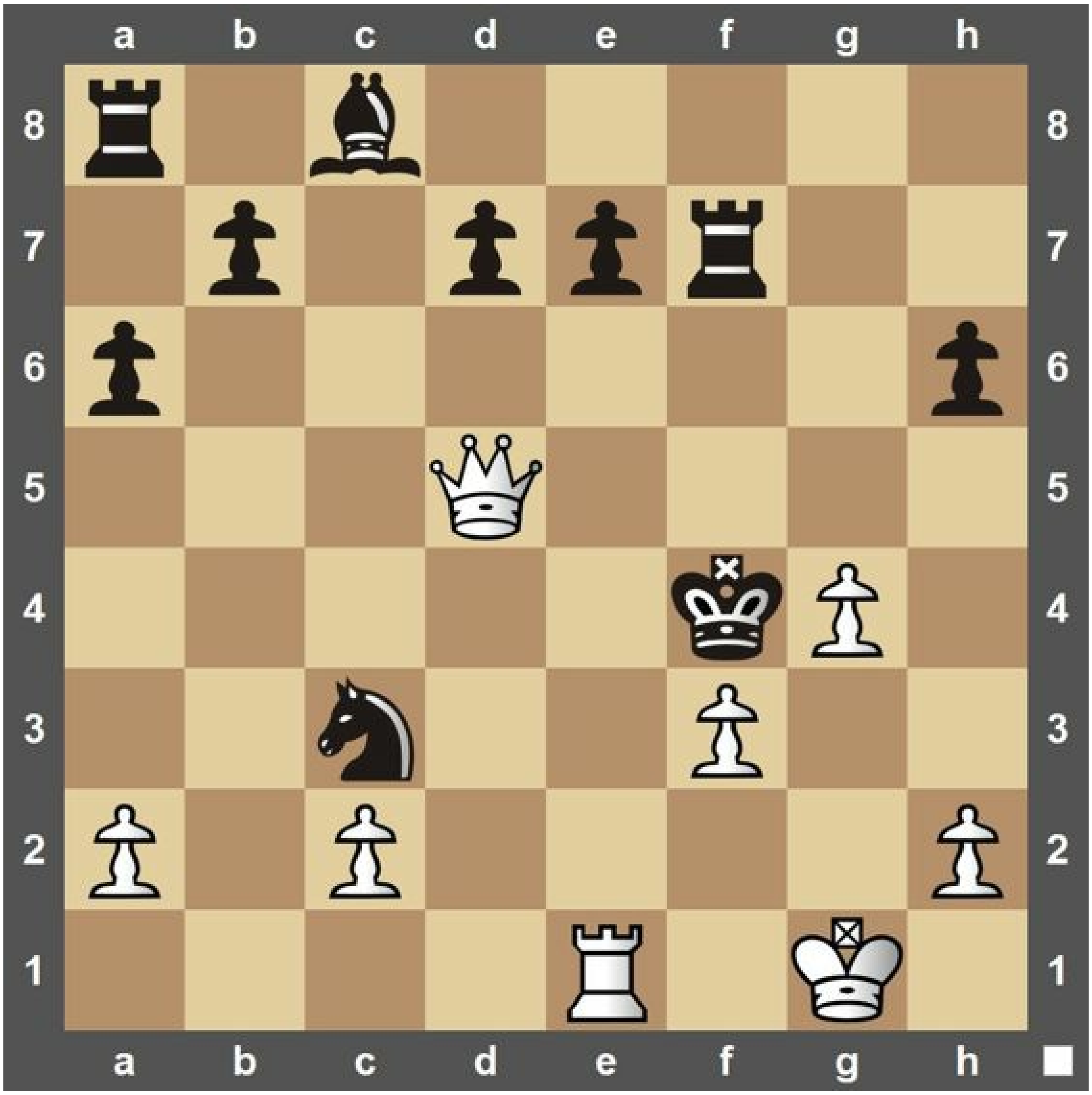
38: **1.b8Q+ Kd7 2.Q3b7#**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39: White to move.

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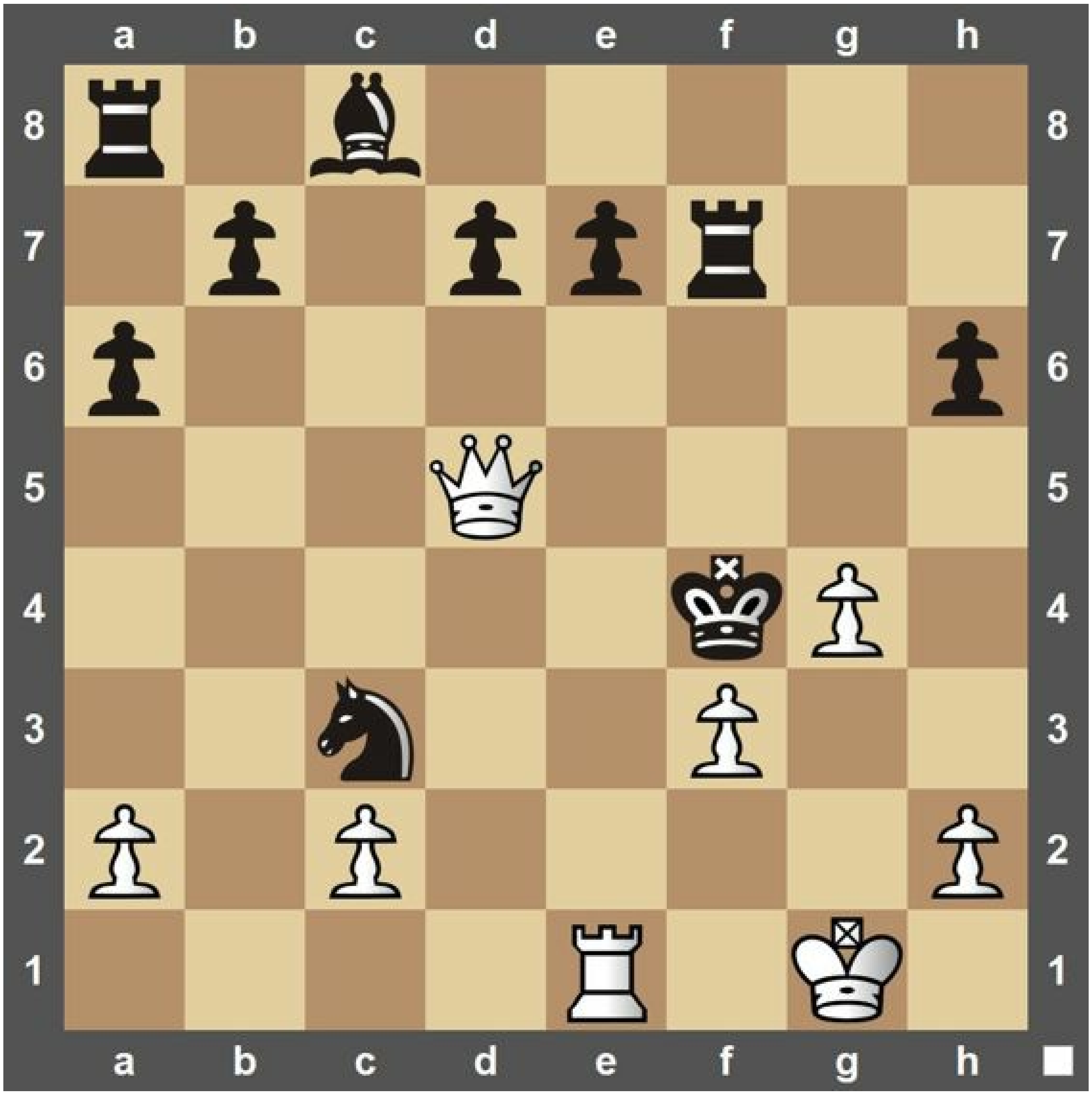

39: 1.Qe5+ Kxf3 2.Qg3#

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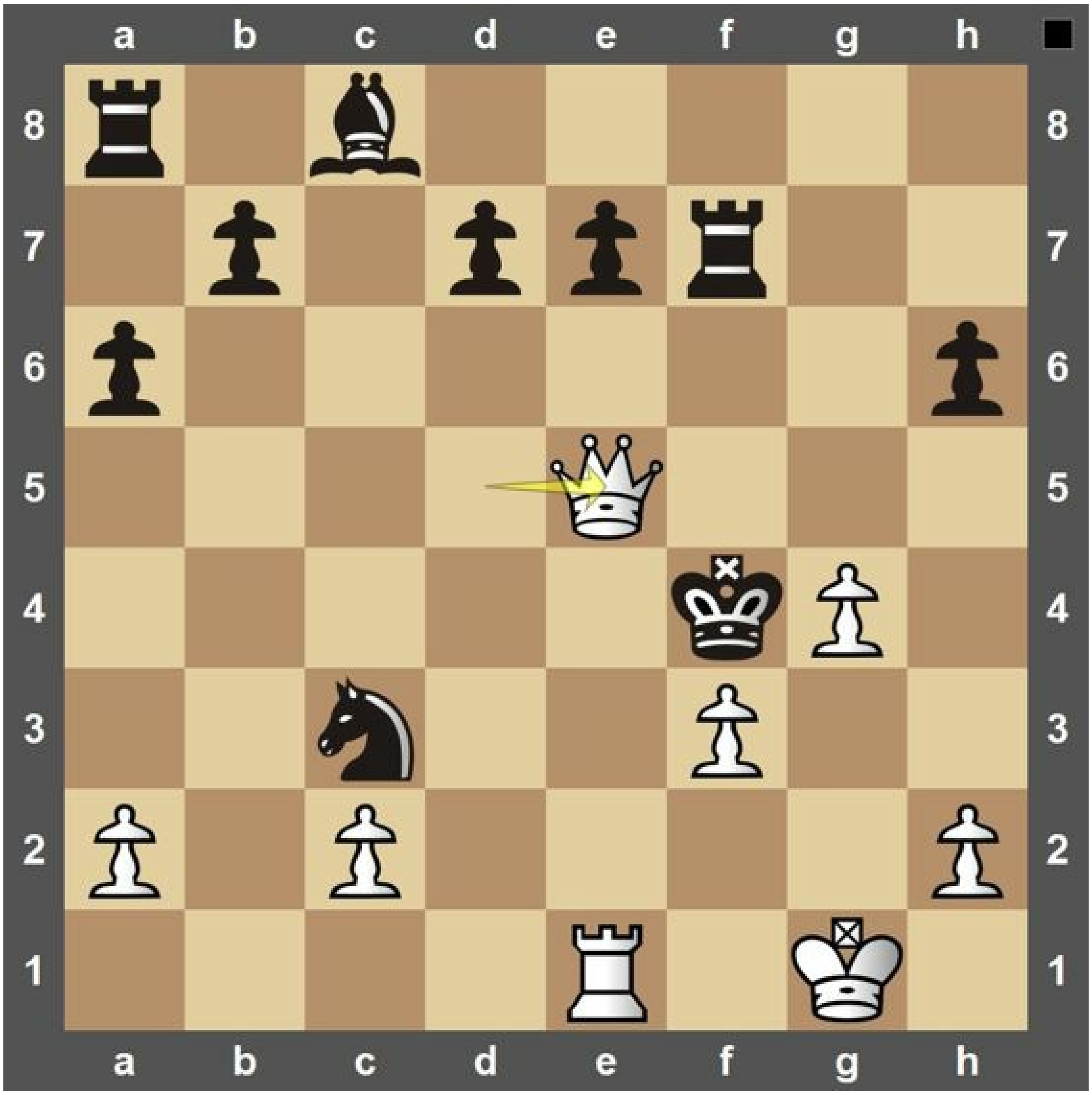
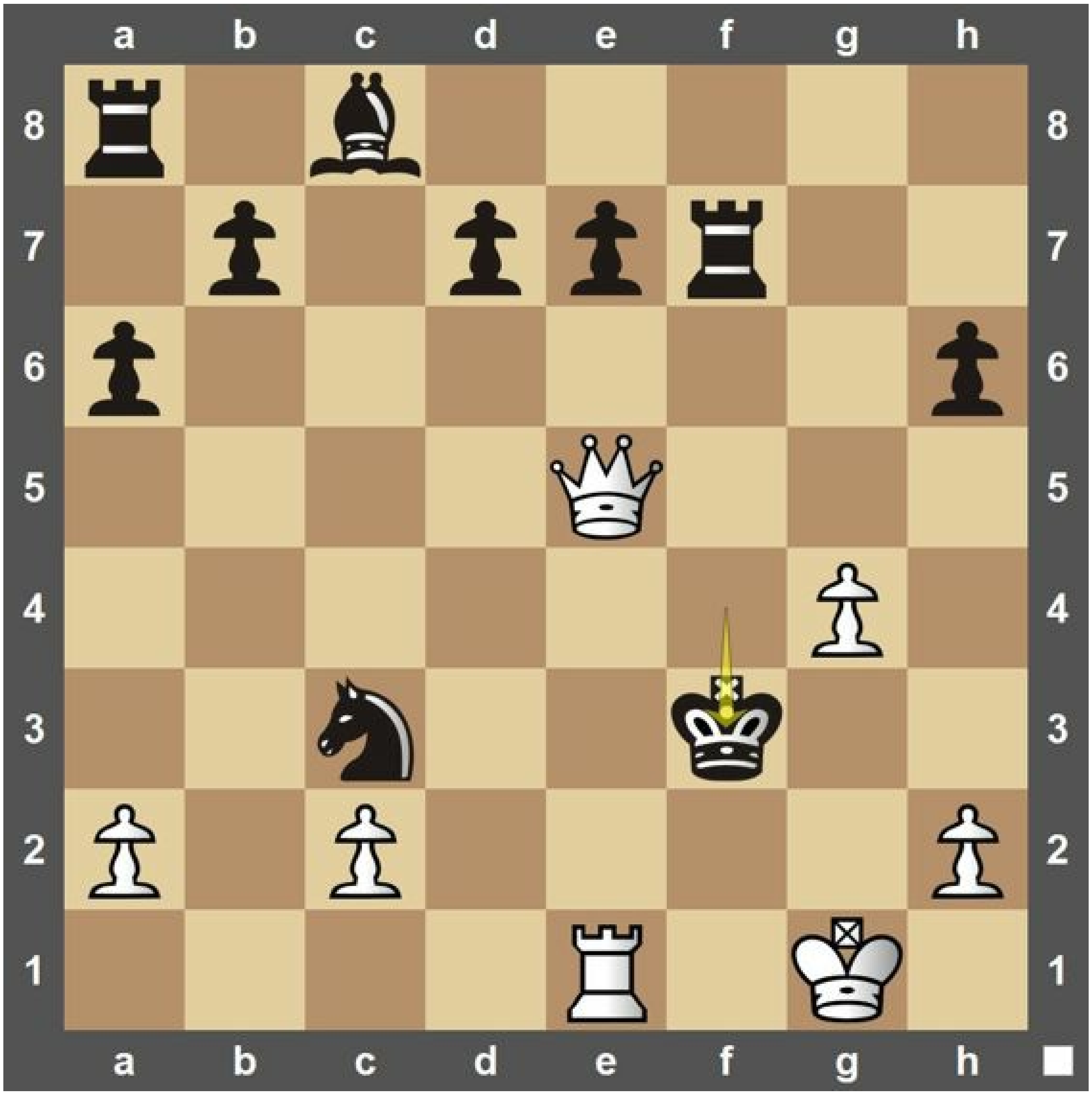


39: **1.Qe5+** Kxf3 2.Qg3#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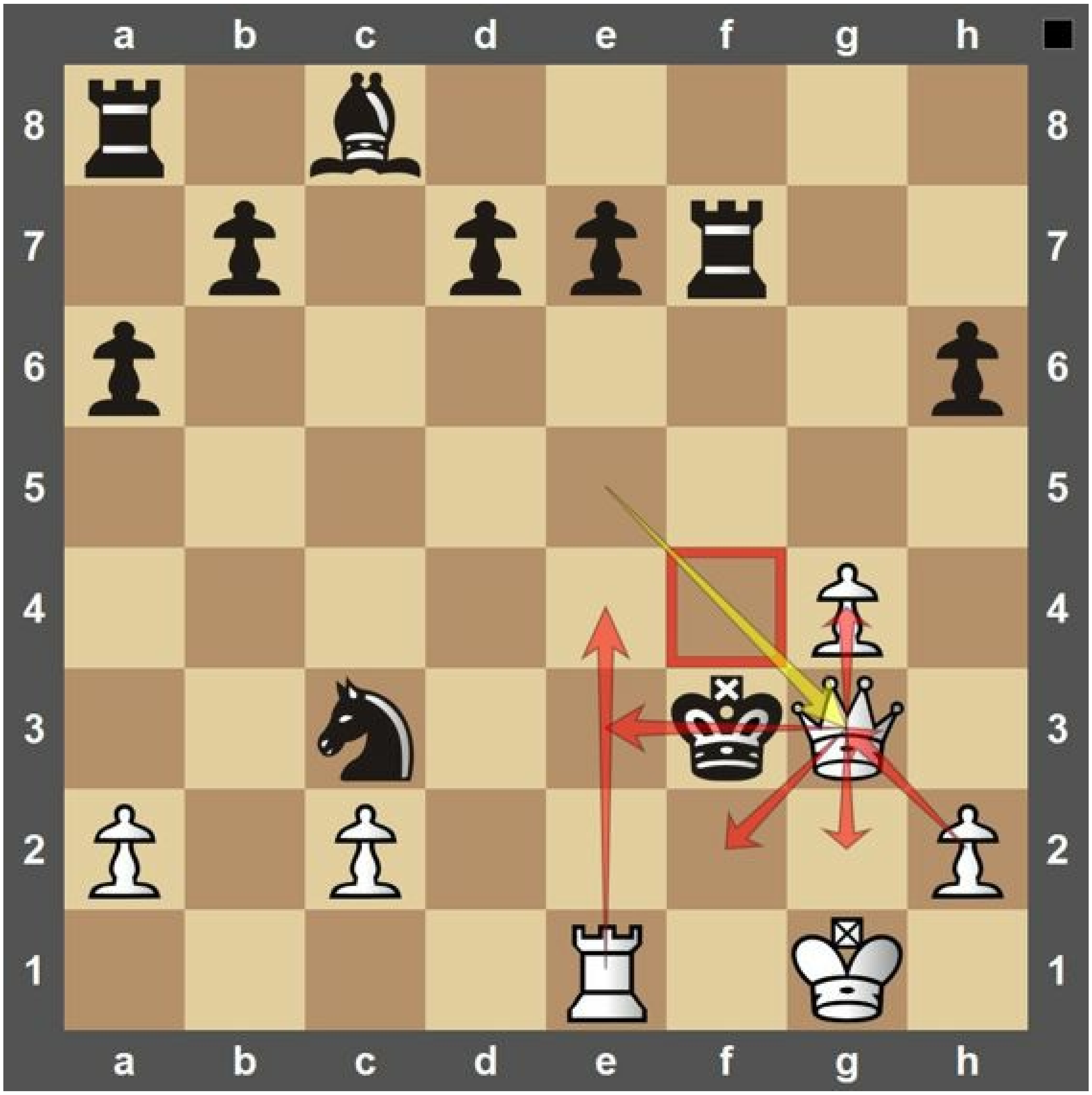
39: **1.Qe5+ Kxf3** 2.Qg3#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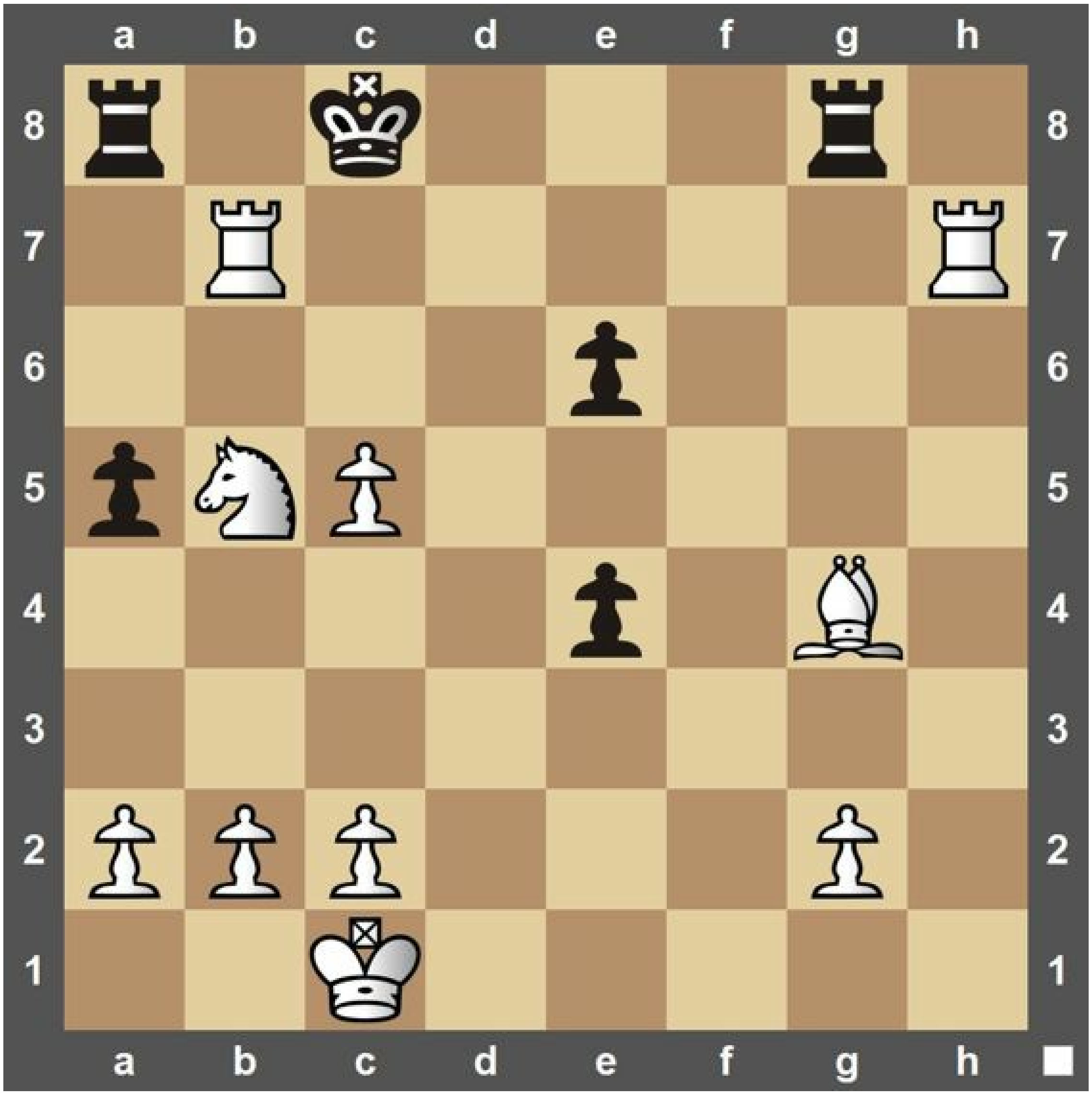
39: **1.Qe5+ Kxf3 2.Qg3#**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40: White to move.

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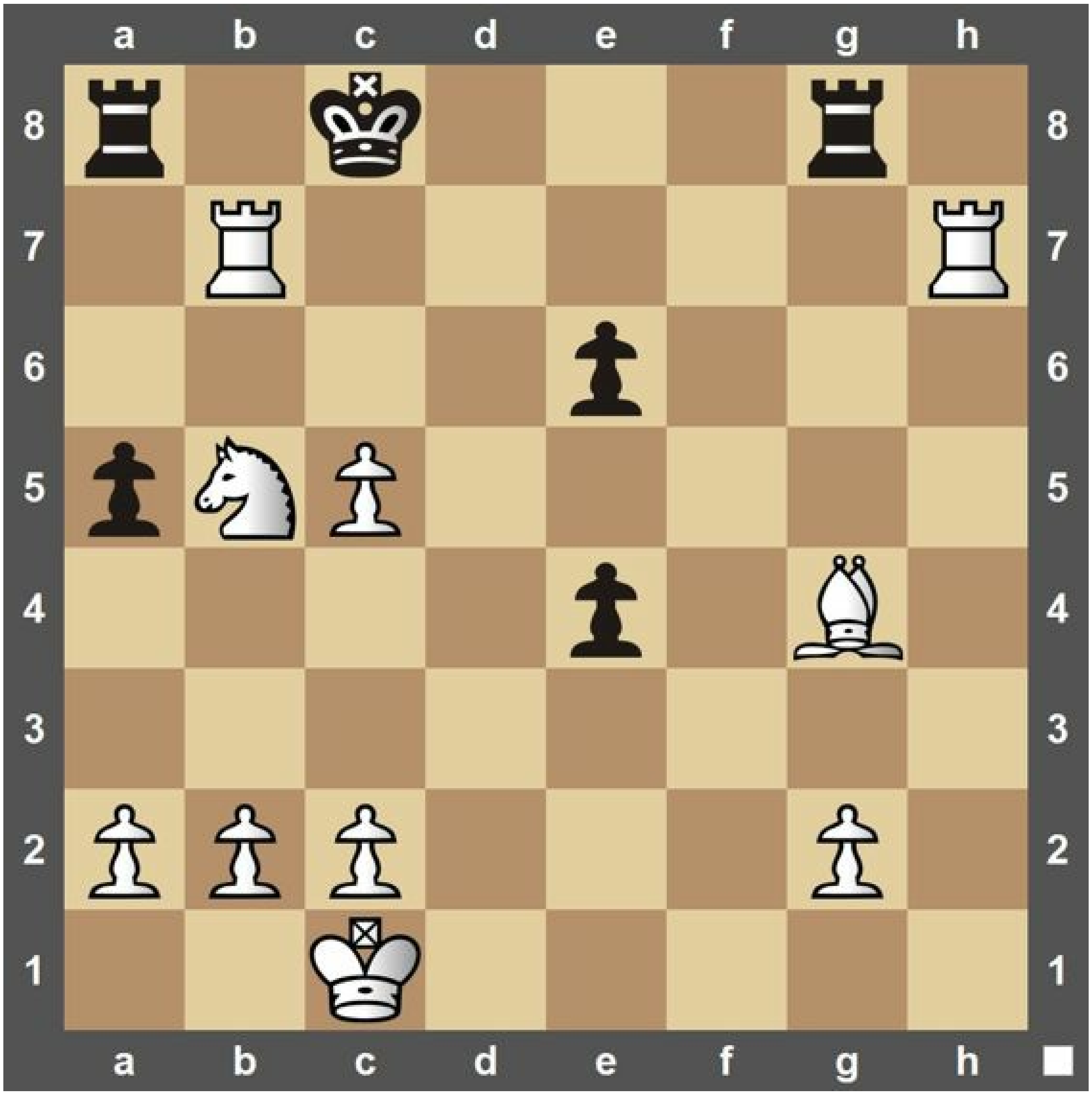

40: 1.Nd6+ Kd8 2.Rhd7# [2.Rbd7#]

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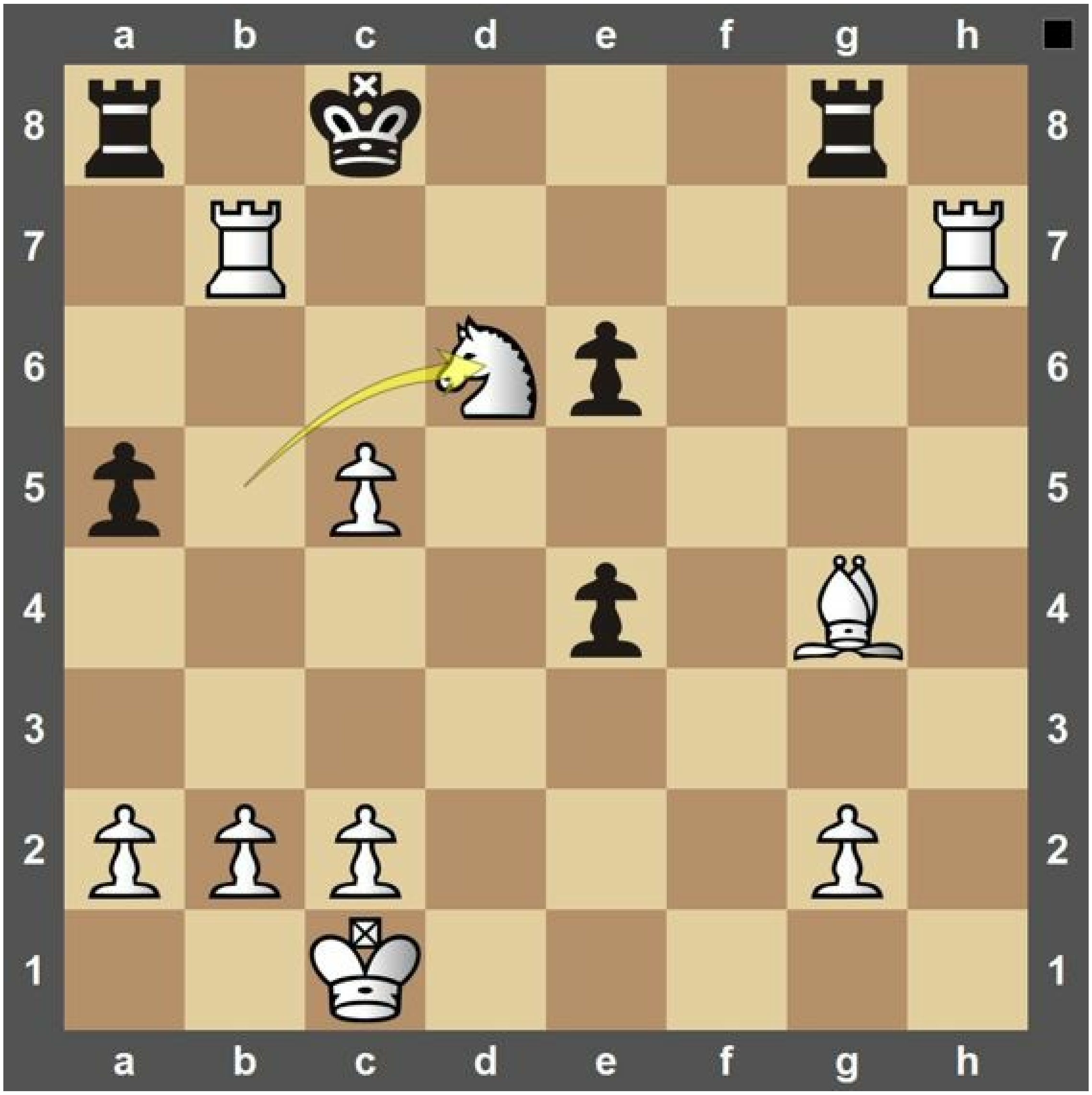
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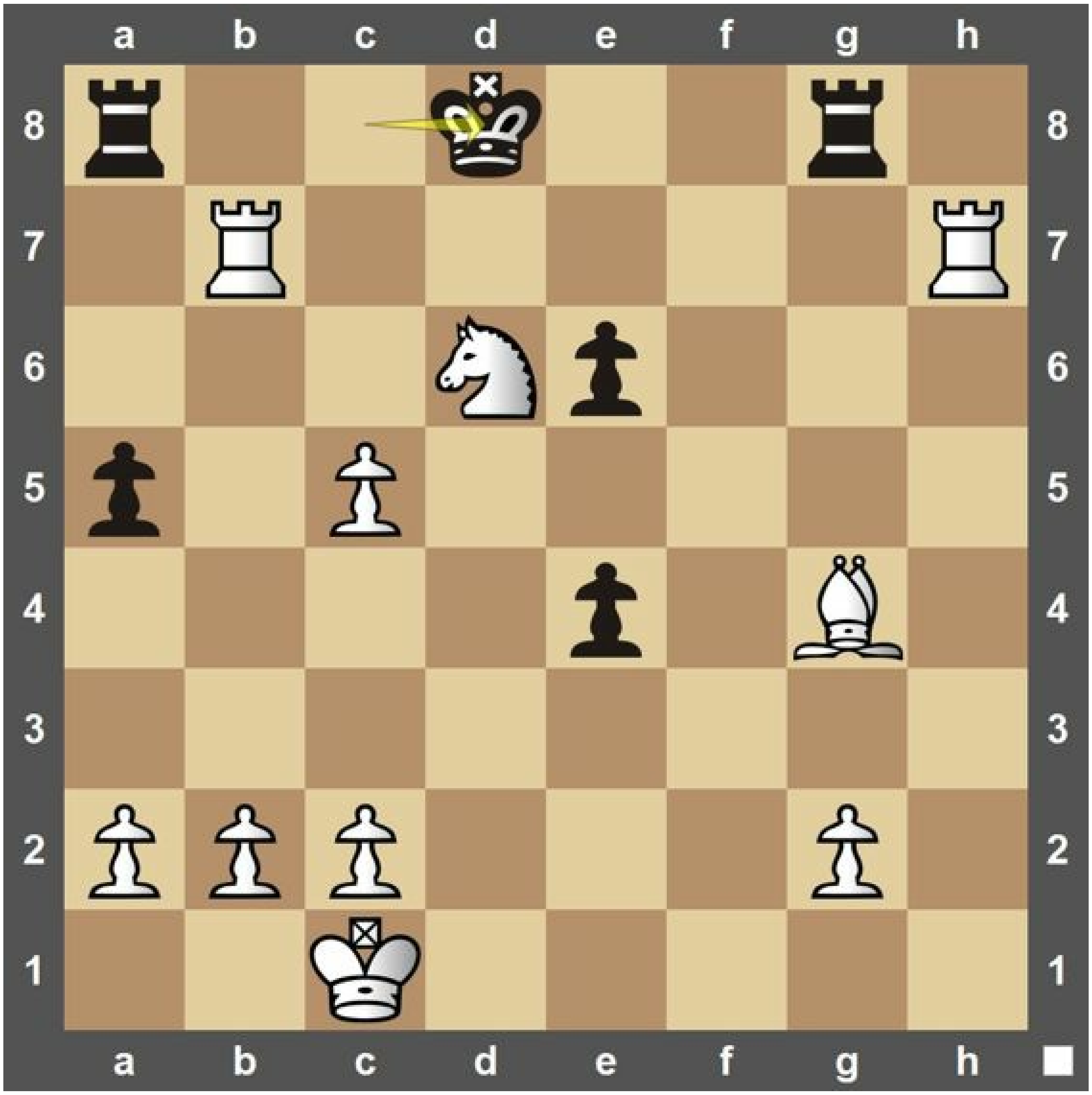
40: **1.Nd6+** Kd8 2.Rhd7# [2.Rbd7#]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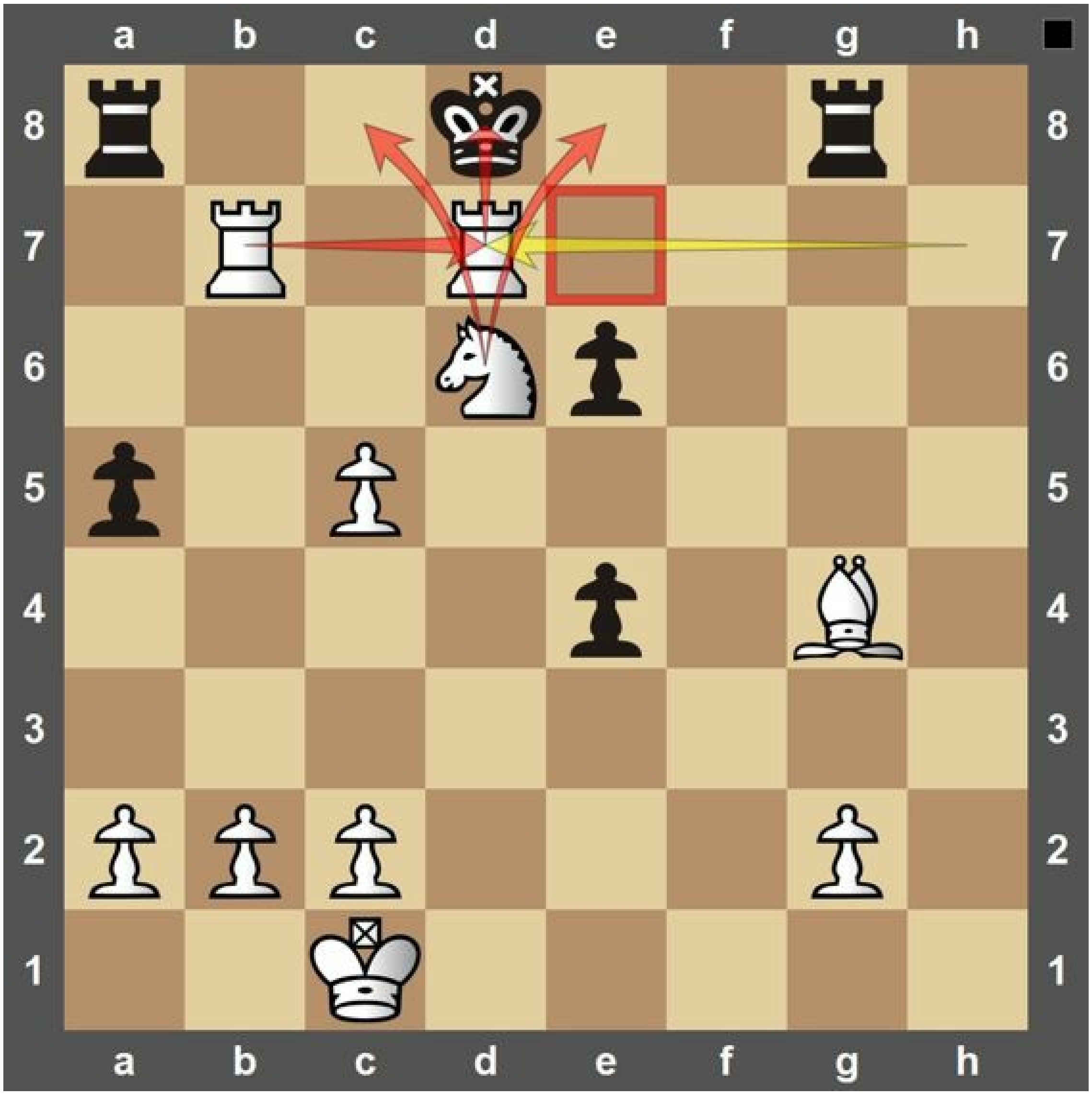
40: **1.Nd6+ Kd8** 2.Rhd7# [2.Rbd7#]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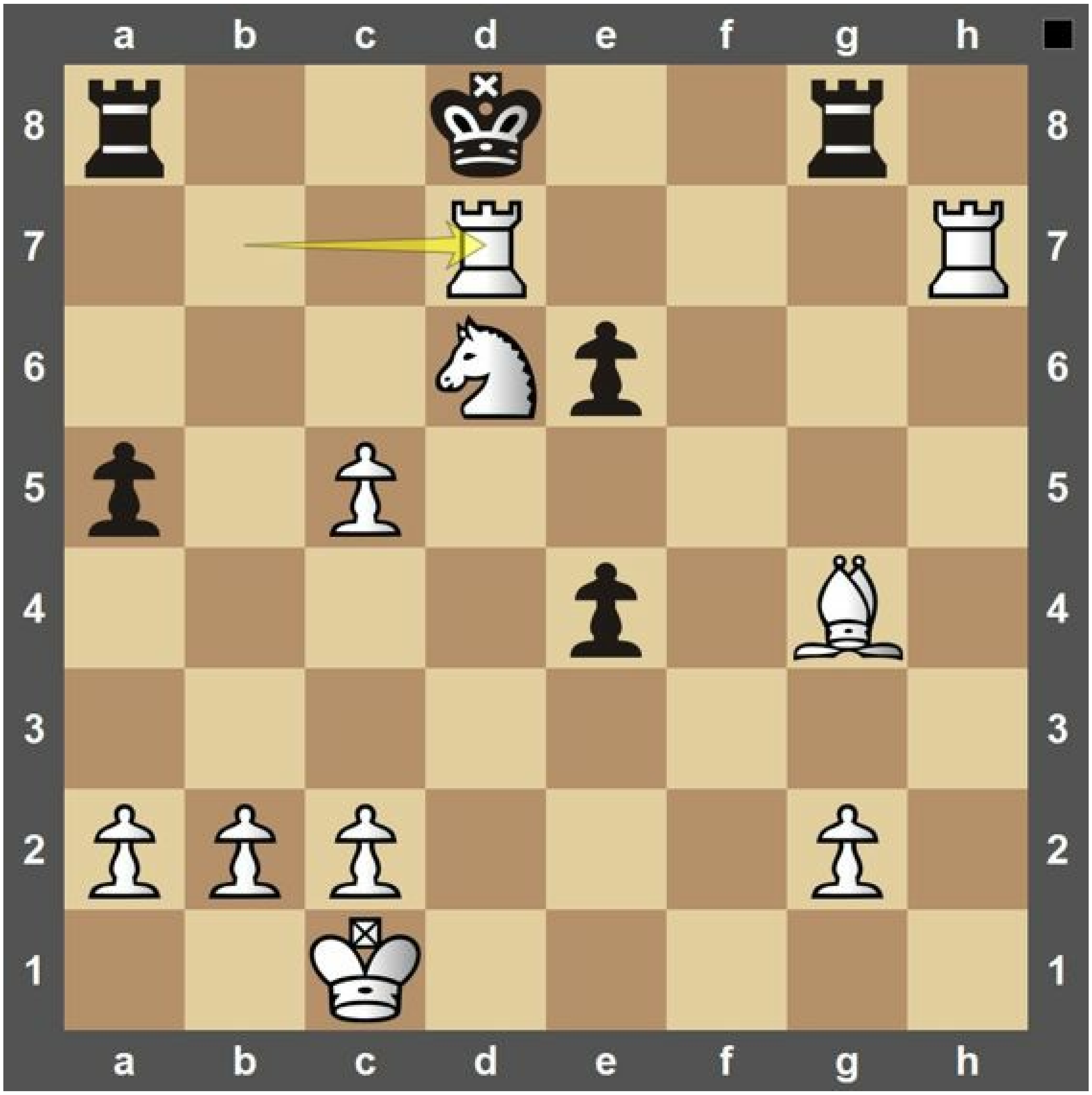
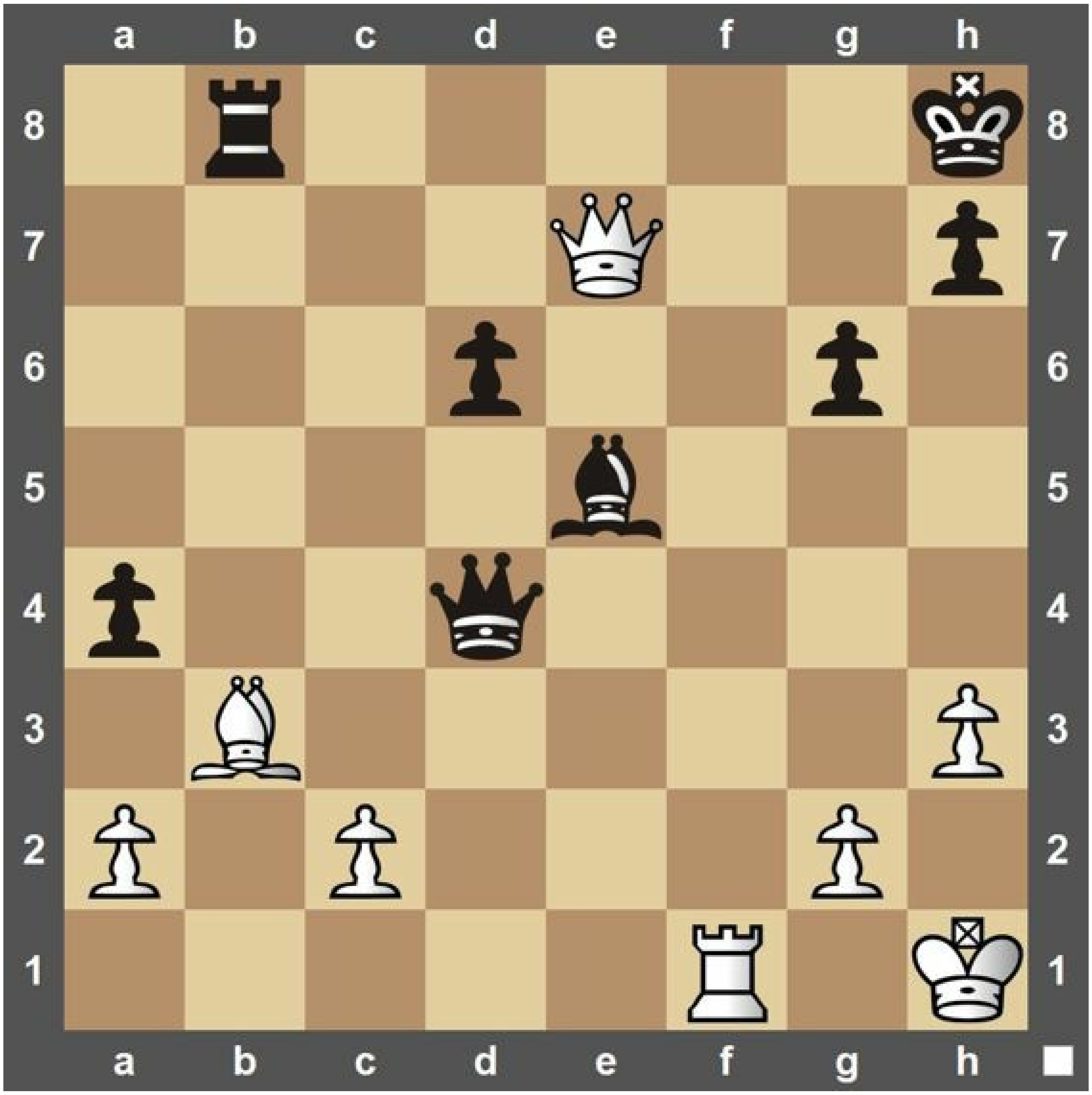
40: **1.Nd6+ Kd8 2.Rhd7#** [2.Rbd7#]



40: **1.Nd6+ Kd8** 2.Rhd7# [**2.Rbd7#**]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41: White to move.

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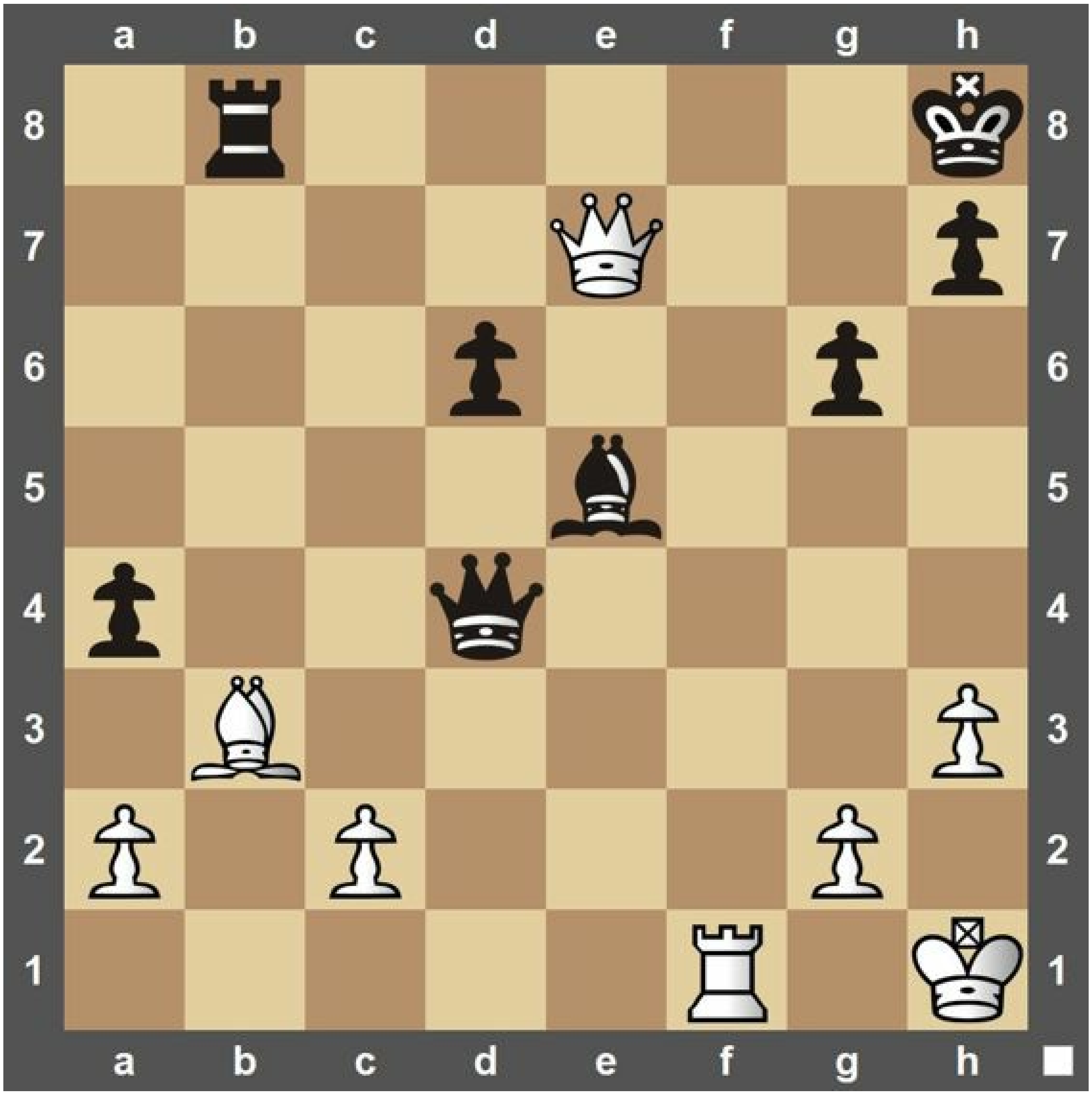
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41: 1.Rf8+ Rxf8 2.Qxf8#

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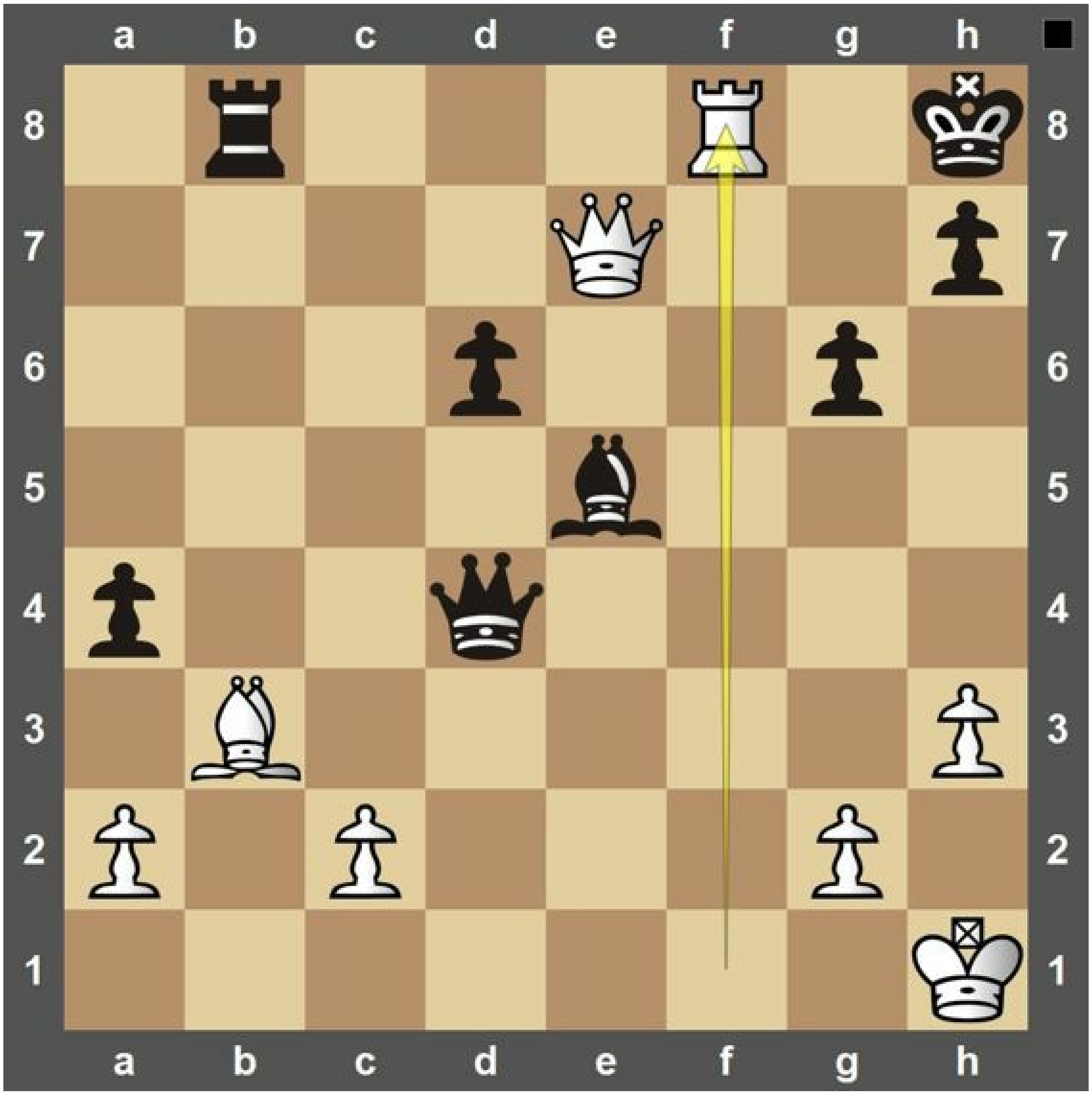
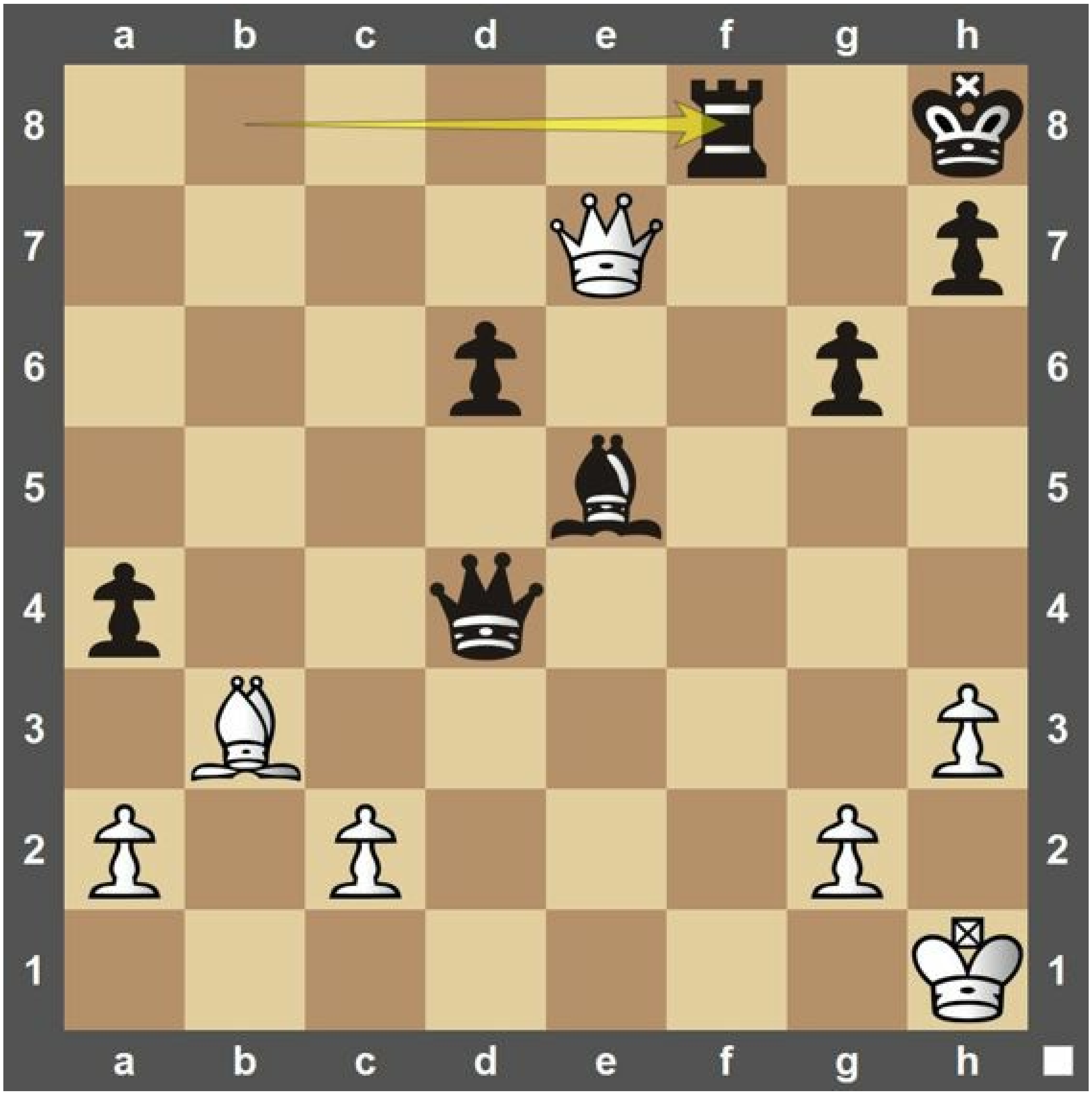
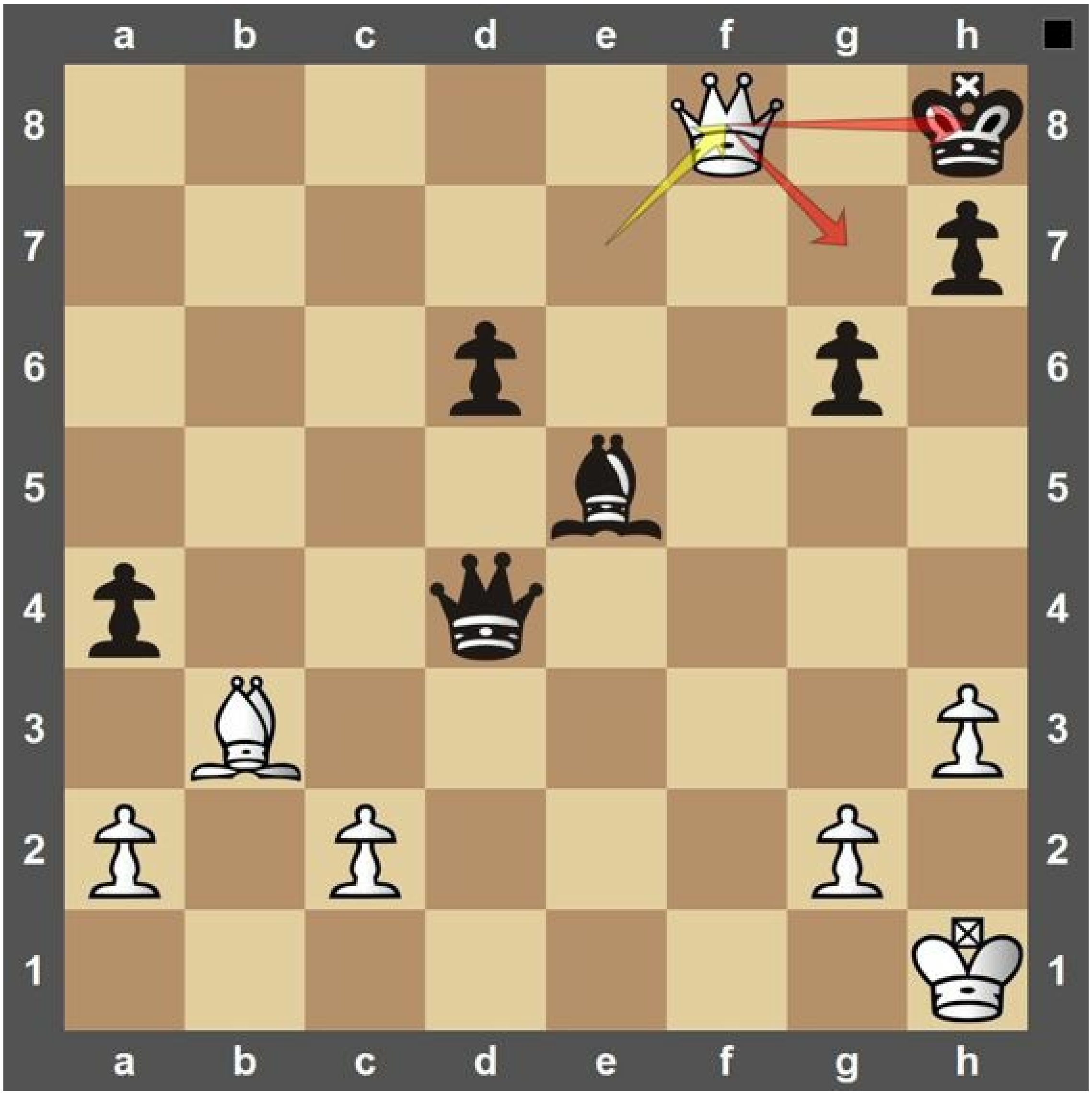


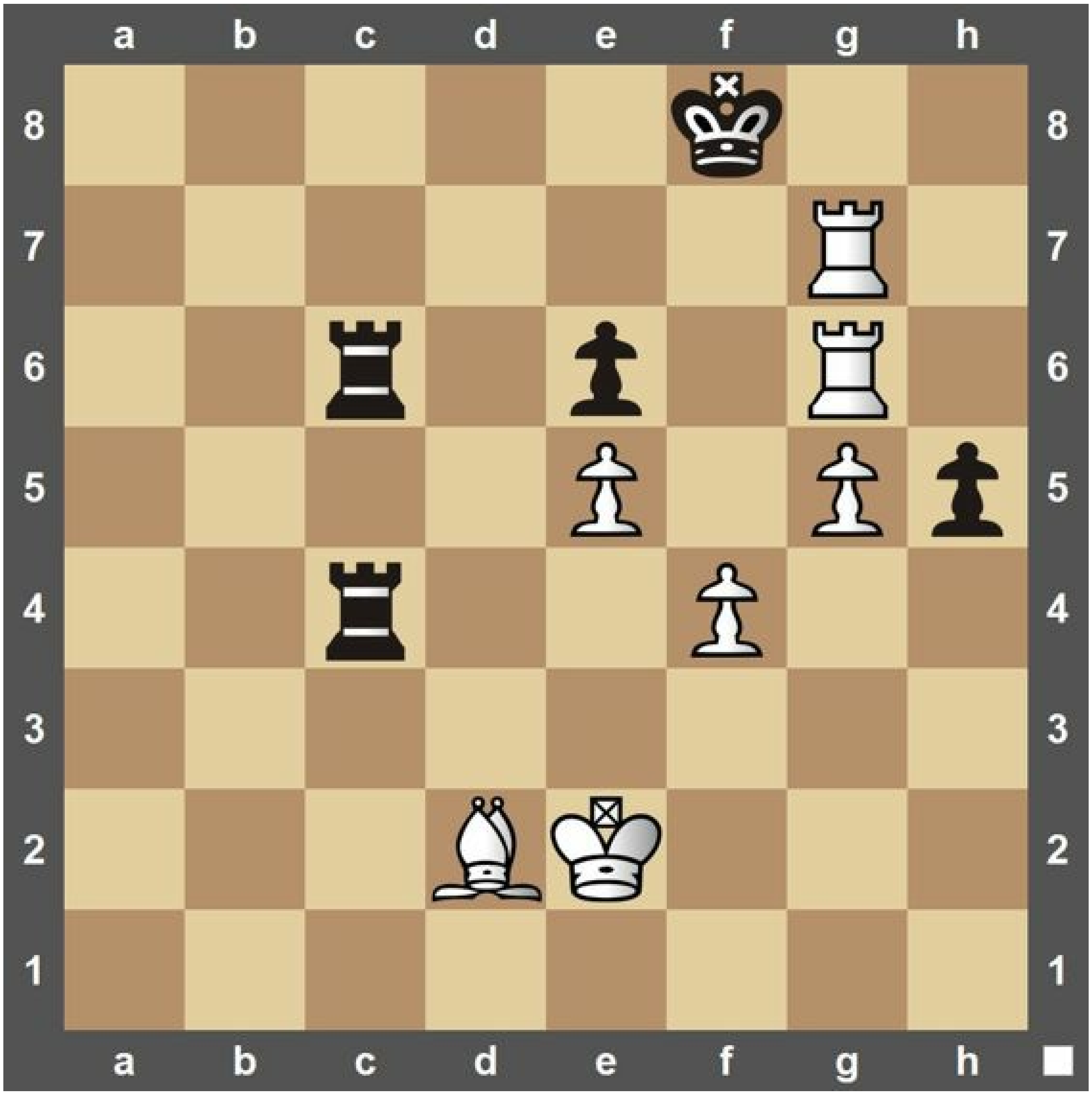
41: **1.Rf8+** Rxf8 2.Qxf8#



41: **1.Rf8+ Rxf8** 2.Qxf8#



41: **1.Rf8+ Rxf8 2.Qxf8#**



42: White to move.

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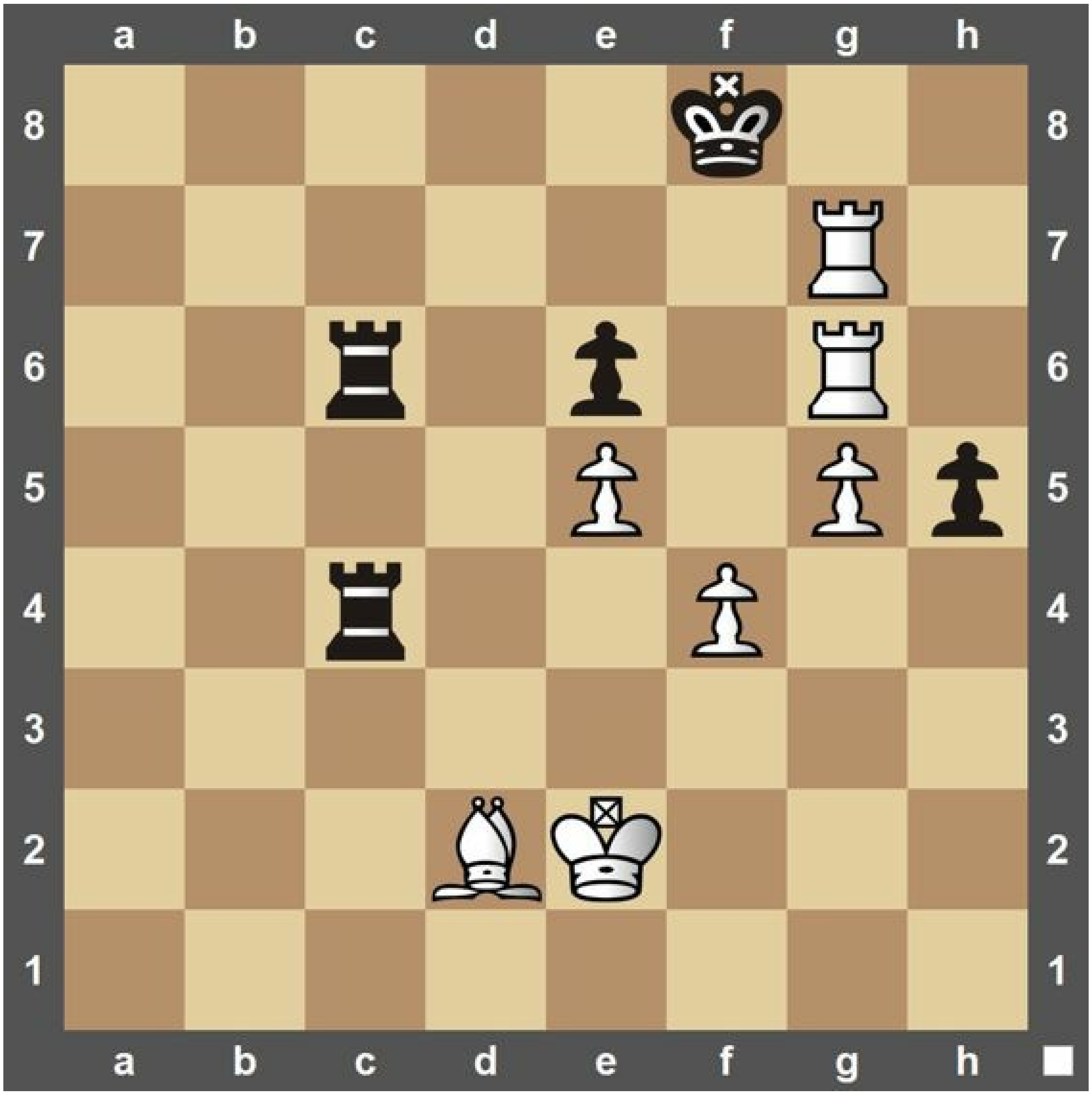

42: 1.Rg8+ Ke7 [1...Kf7 2.R6g7#] 2.R6g7#

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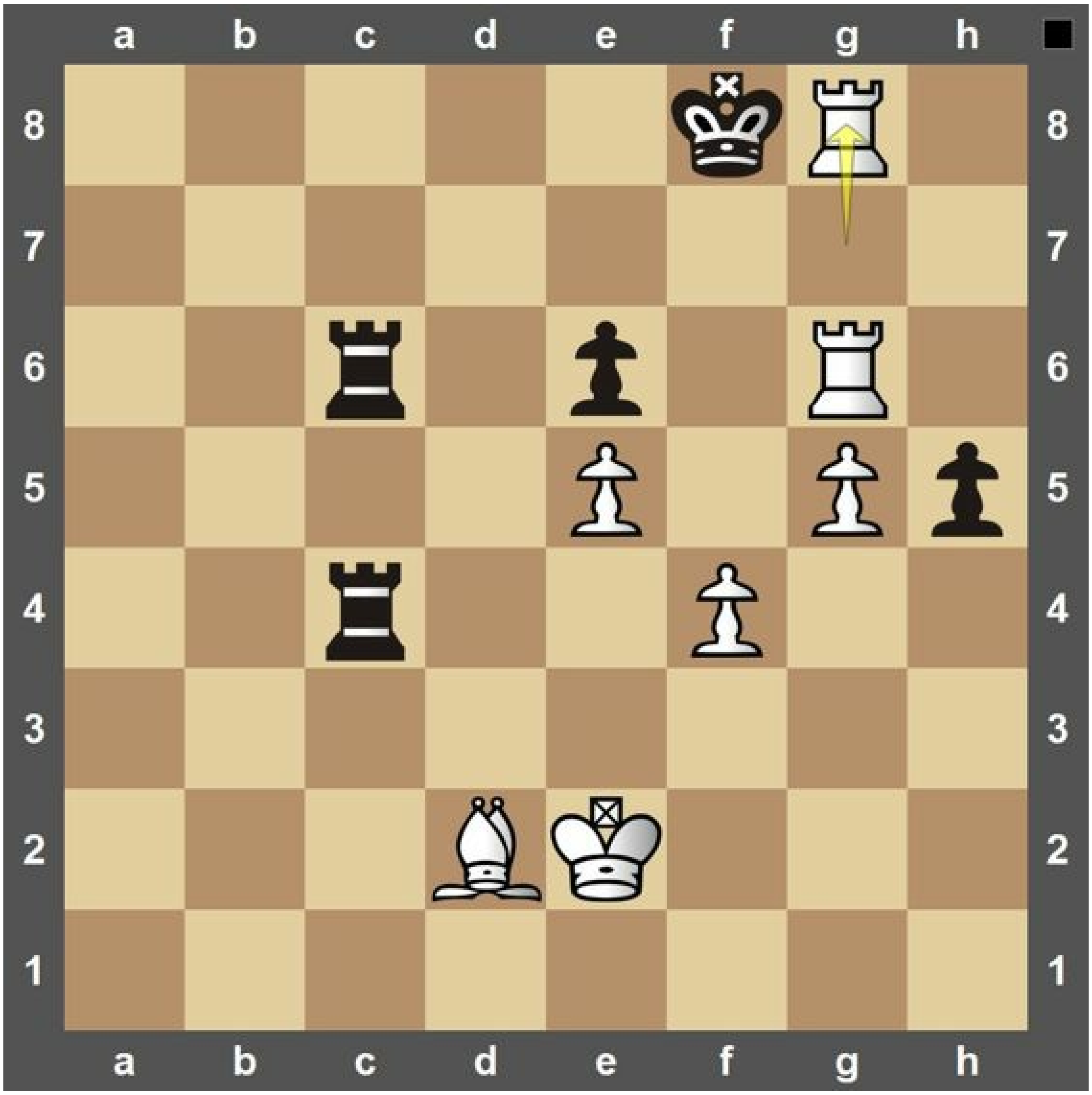
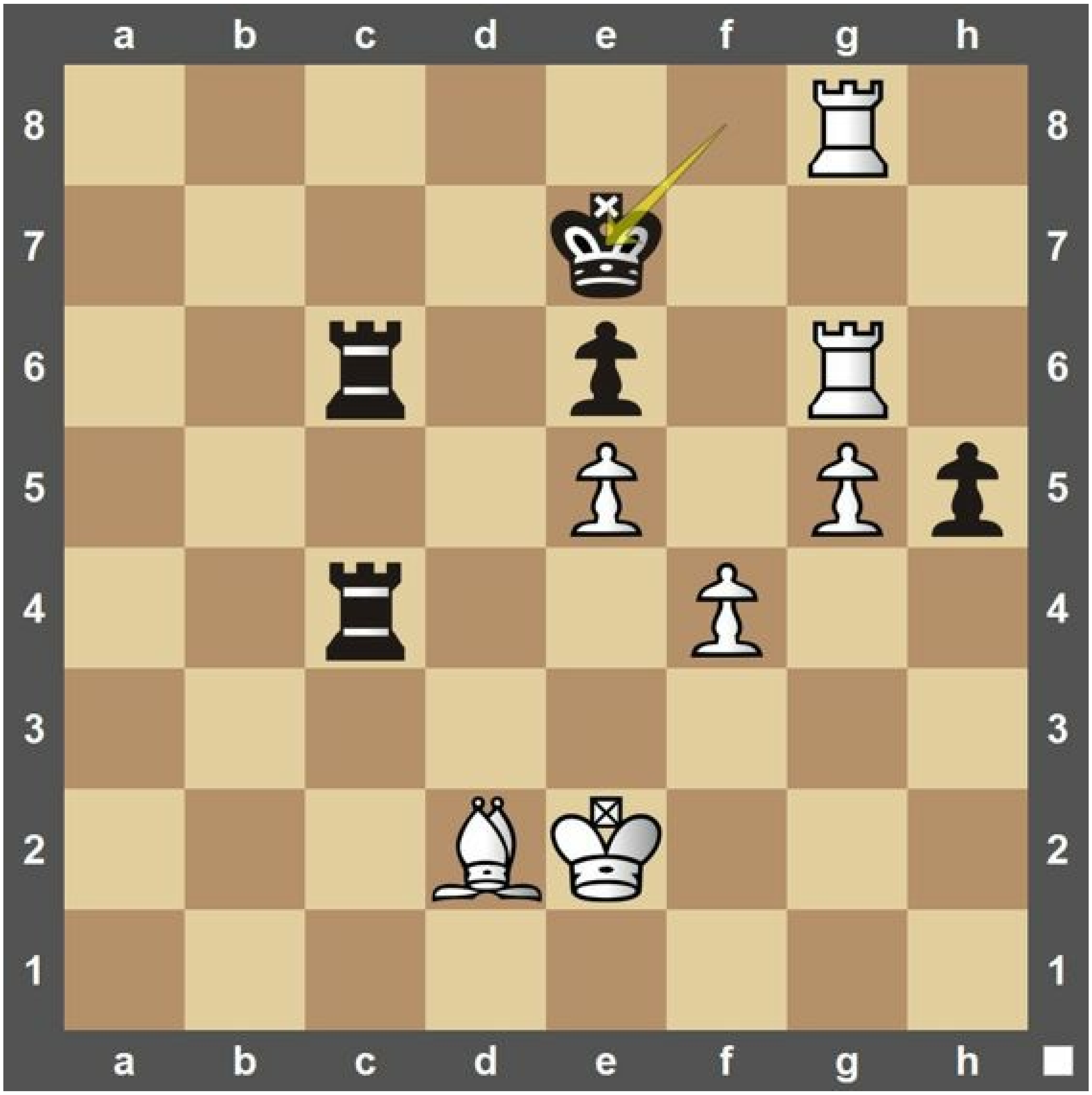


42: **1.Rg8+** Ke7 [1...Kf7 2.R6g7#] 2.R6g7#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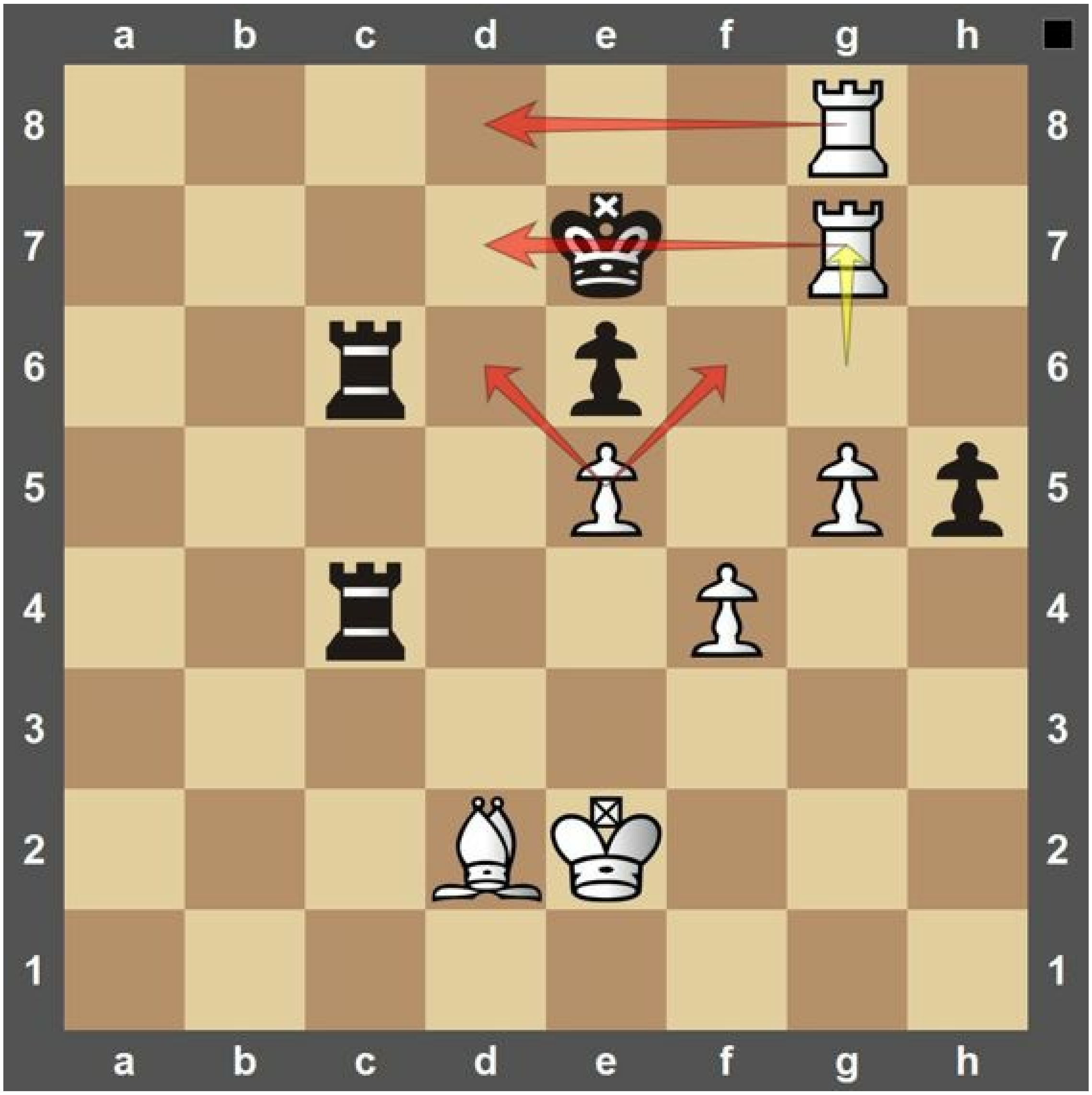
42: **1.Rg8+ Ke7** [1...Kf7 2.R6g7#] 2.R6g7#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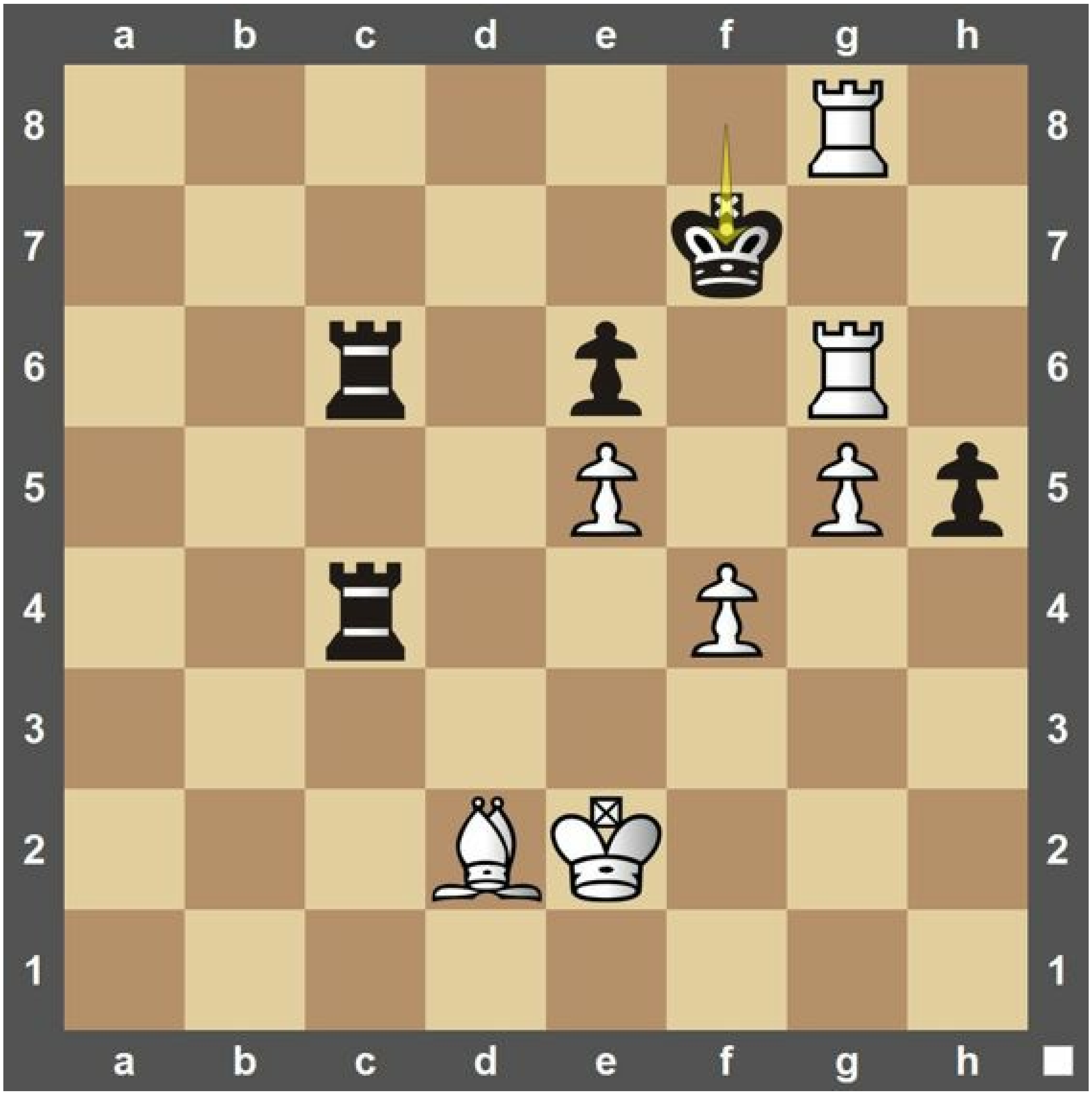
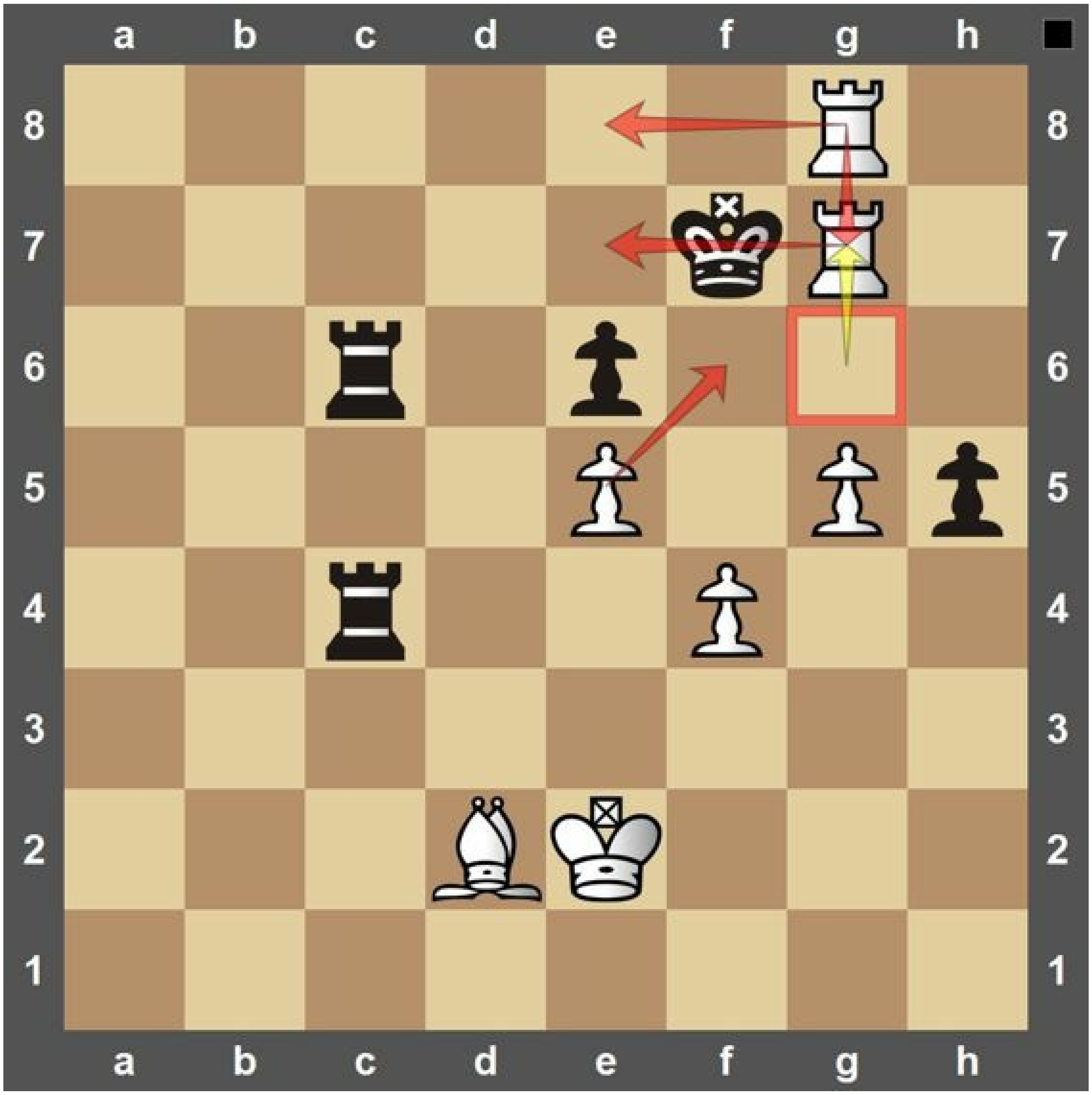
42: **1.Rg8+ Ke7** [1...Kf7 2.R6g7#] **2.R6g7#**



42: **1.Rg8+** Ke7 [**1...Kf7** 2.R6g7#] 2.R6g7#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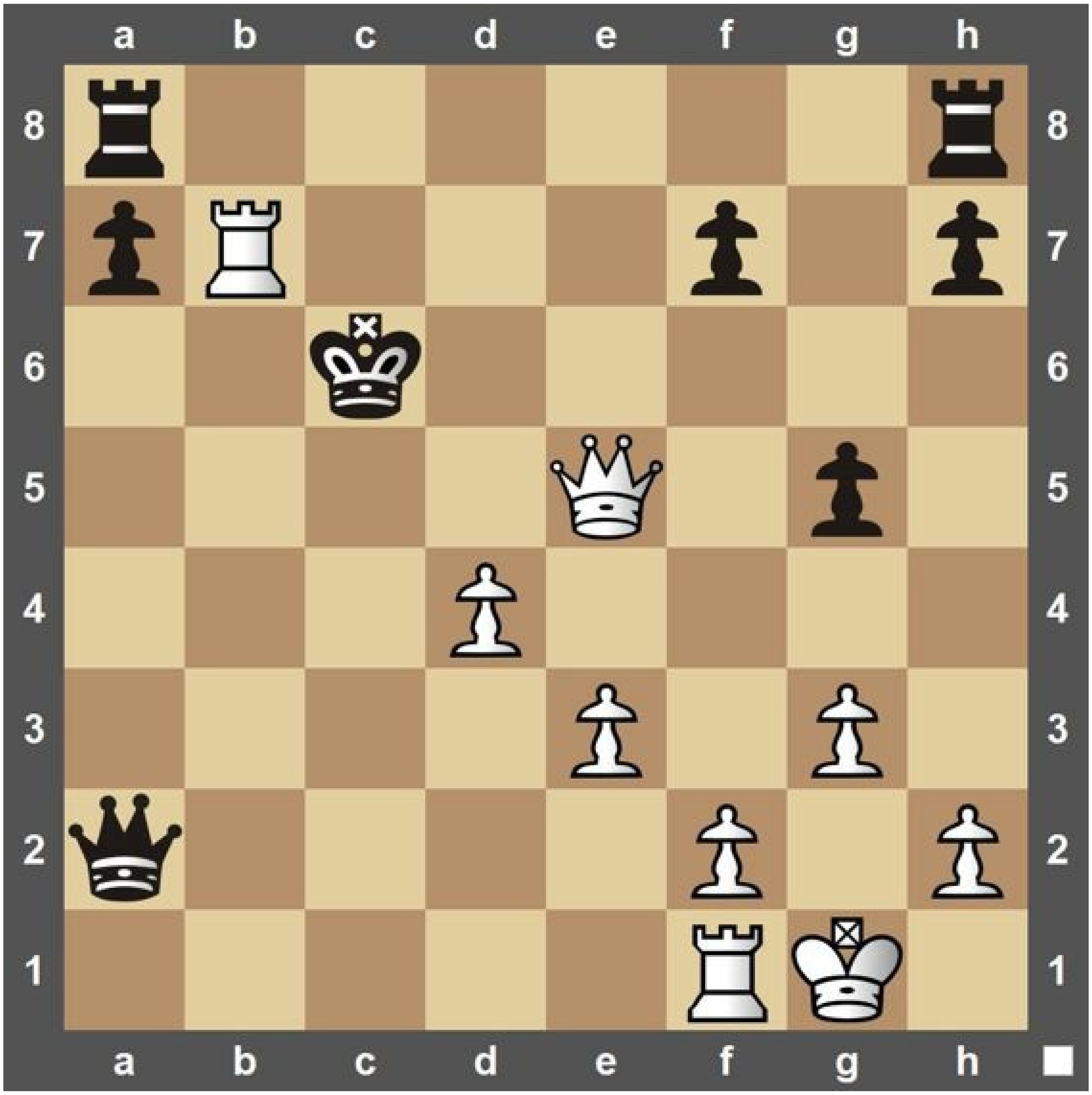
42: **1.Rg8+** Ke7 [**1...Kf7 2.R6g7#**] 2.R6g7#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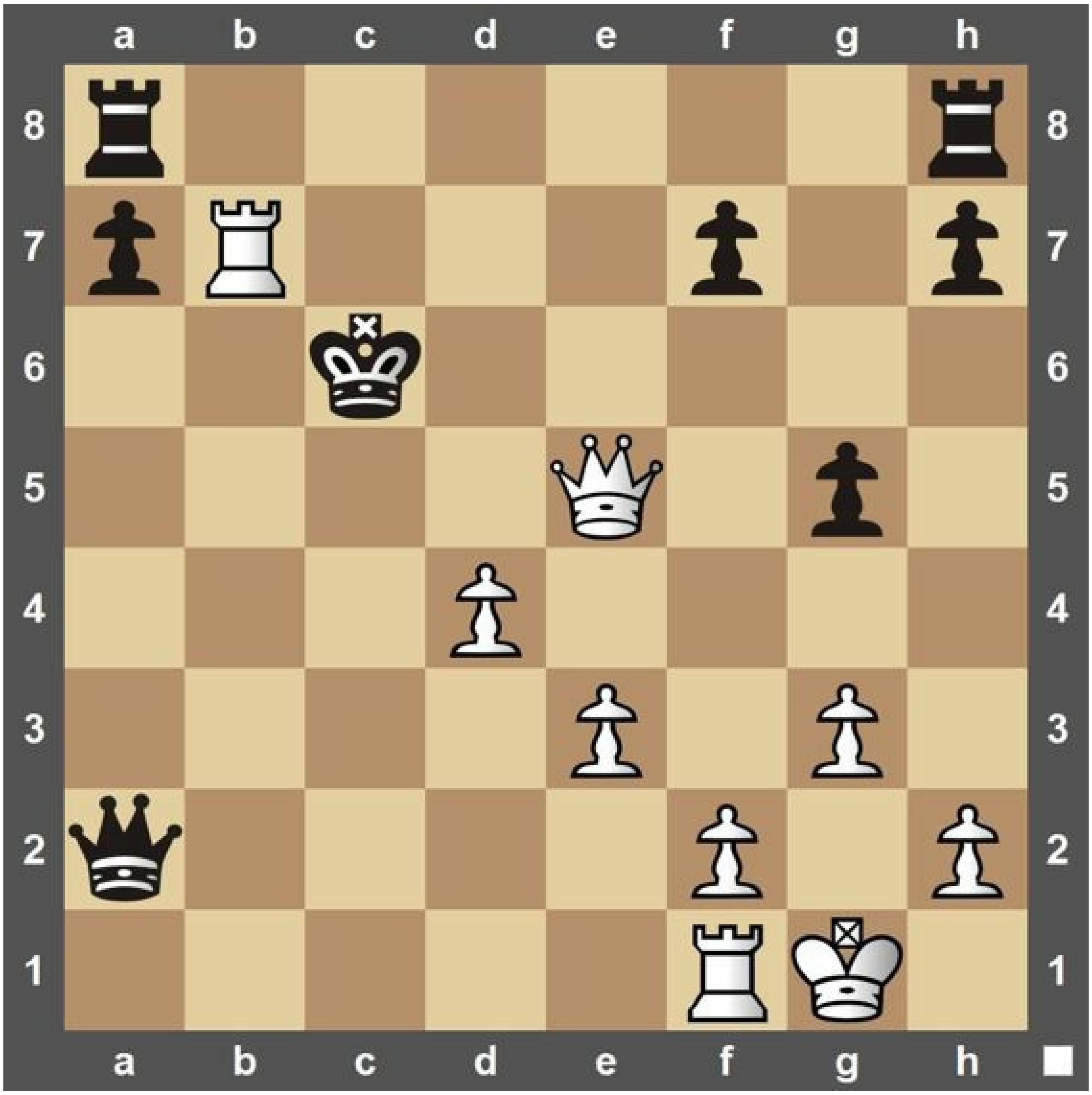
43: White to move.

[Back] [Next]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43: 1.Qb5+ Kd6 2.Qd7#

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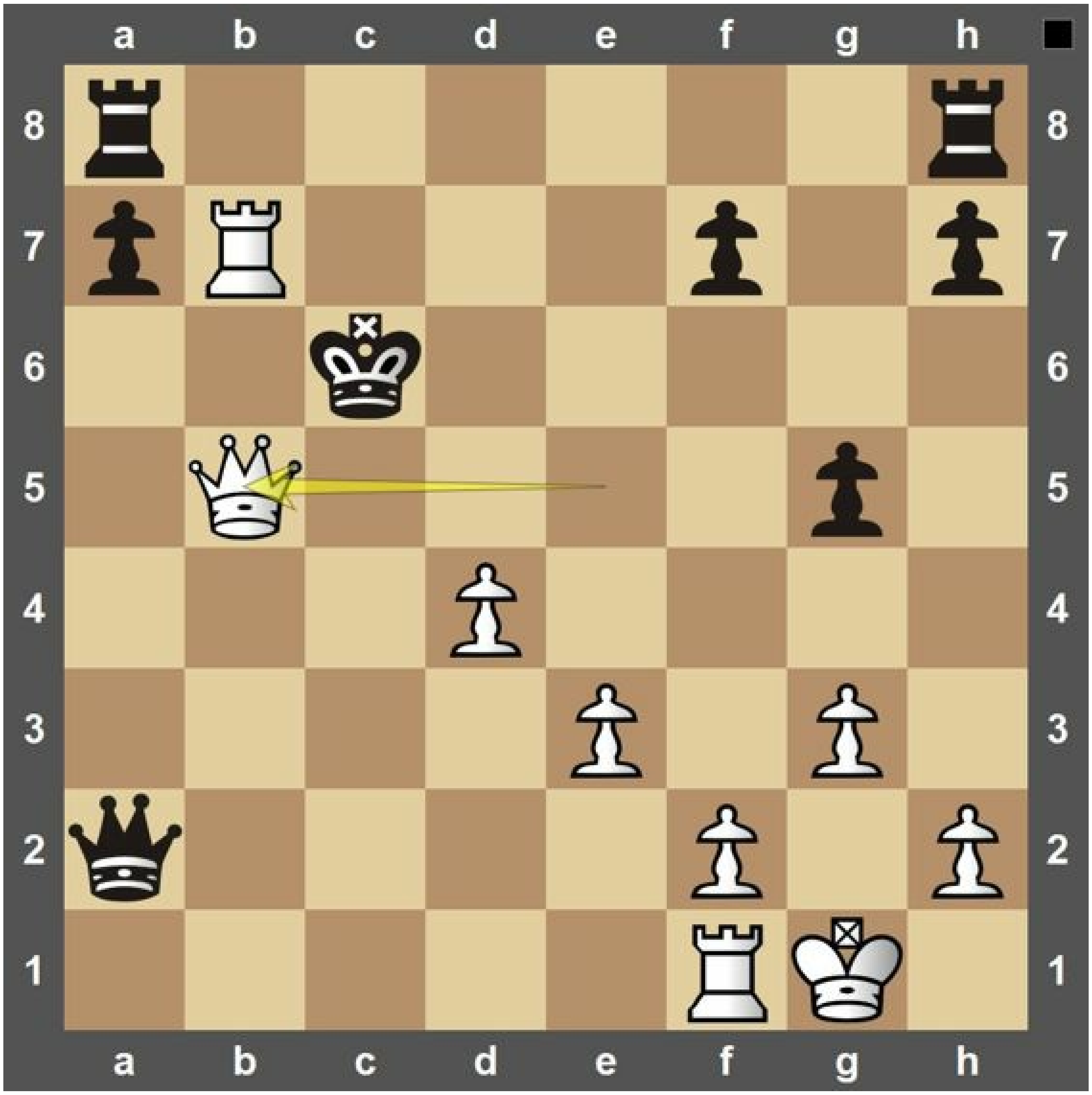
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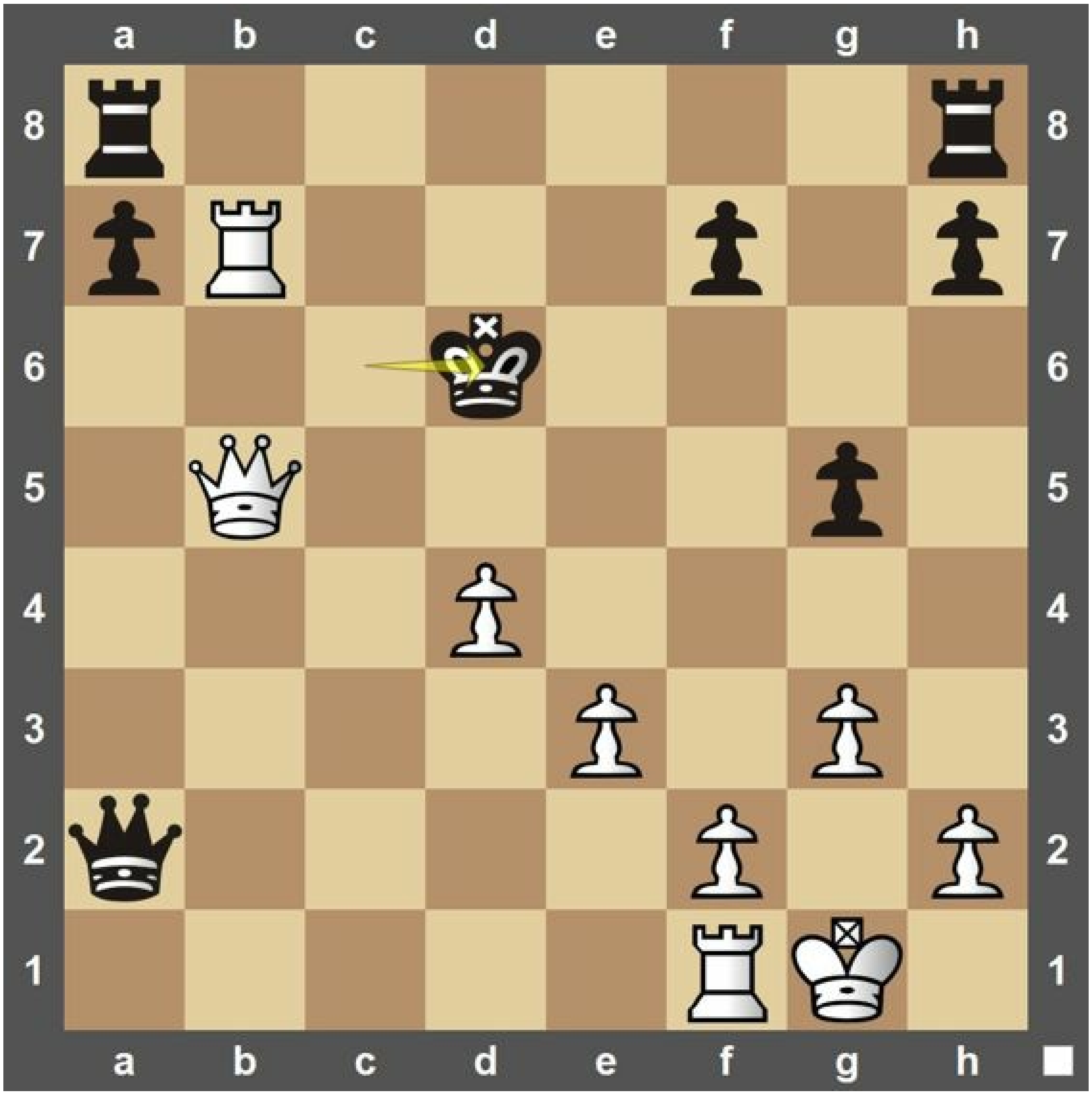
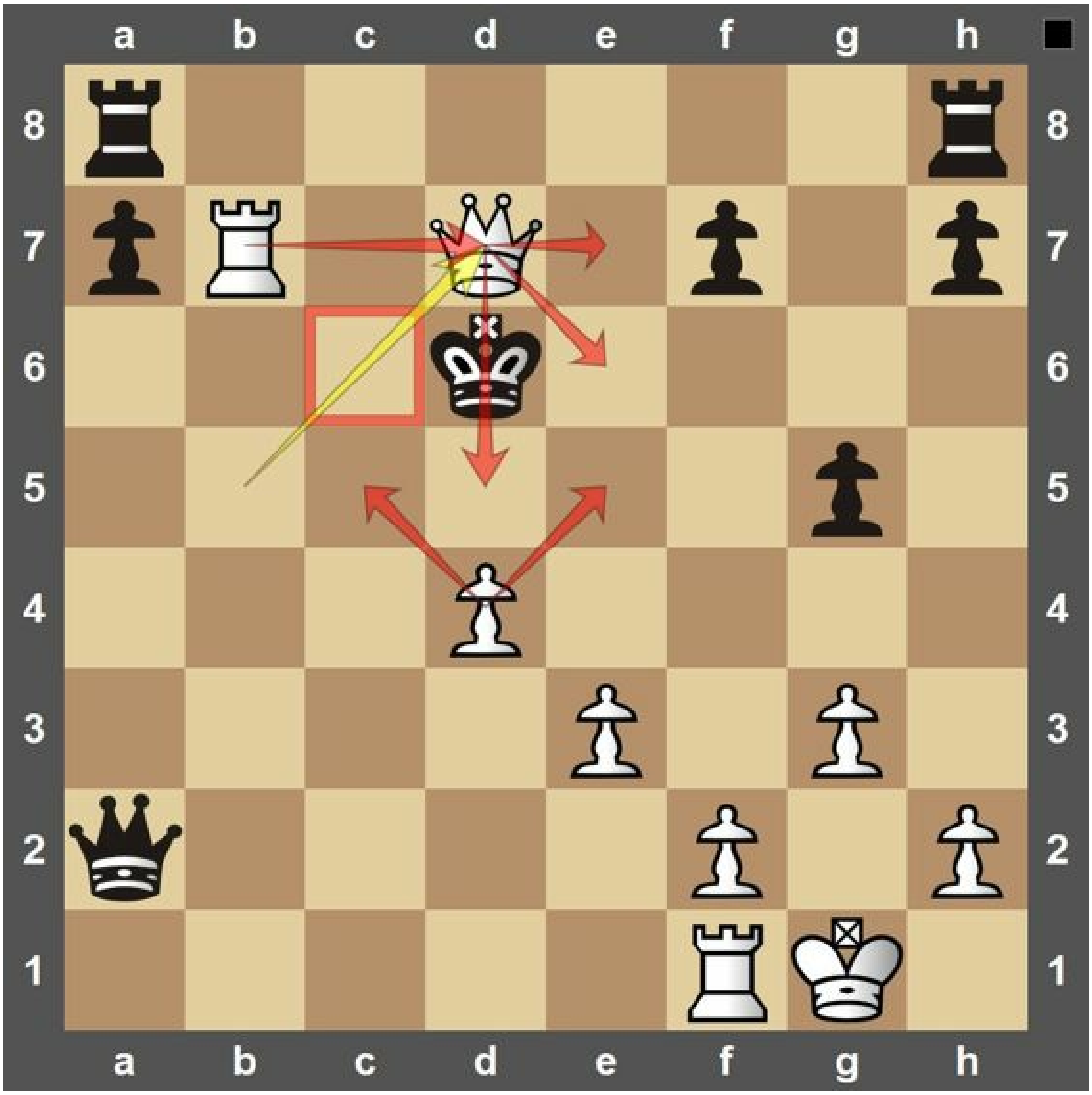
43: **1.Qb5+** Kd6 2.Qd7#



43: **1.Qb5+ Kd6** 2.Qd7#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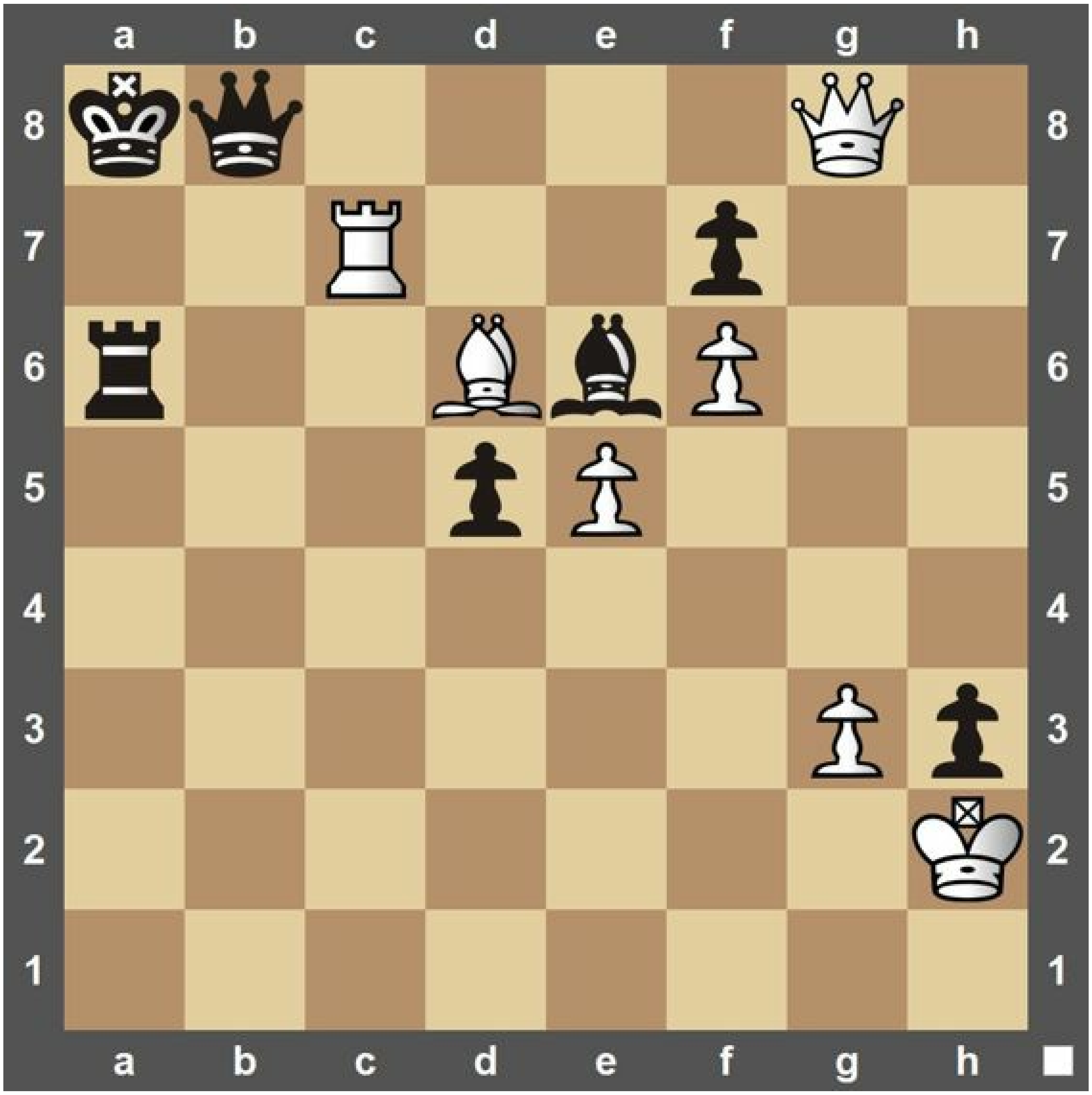
43: **1.Qb5+ Kd6 2.Qd7#**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44: White to move.

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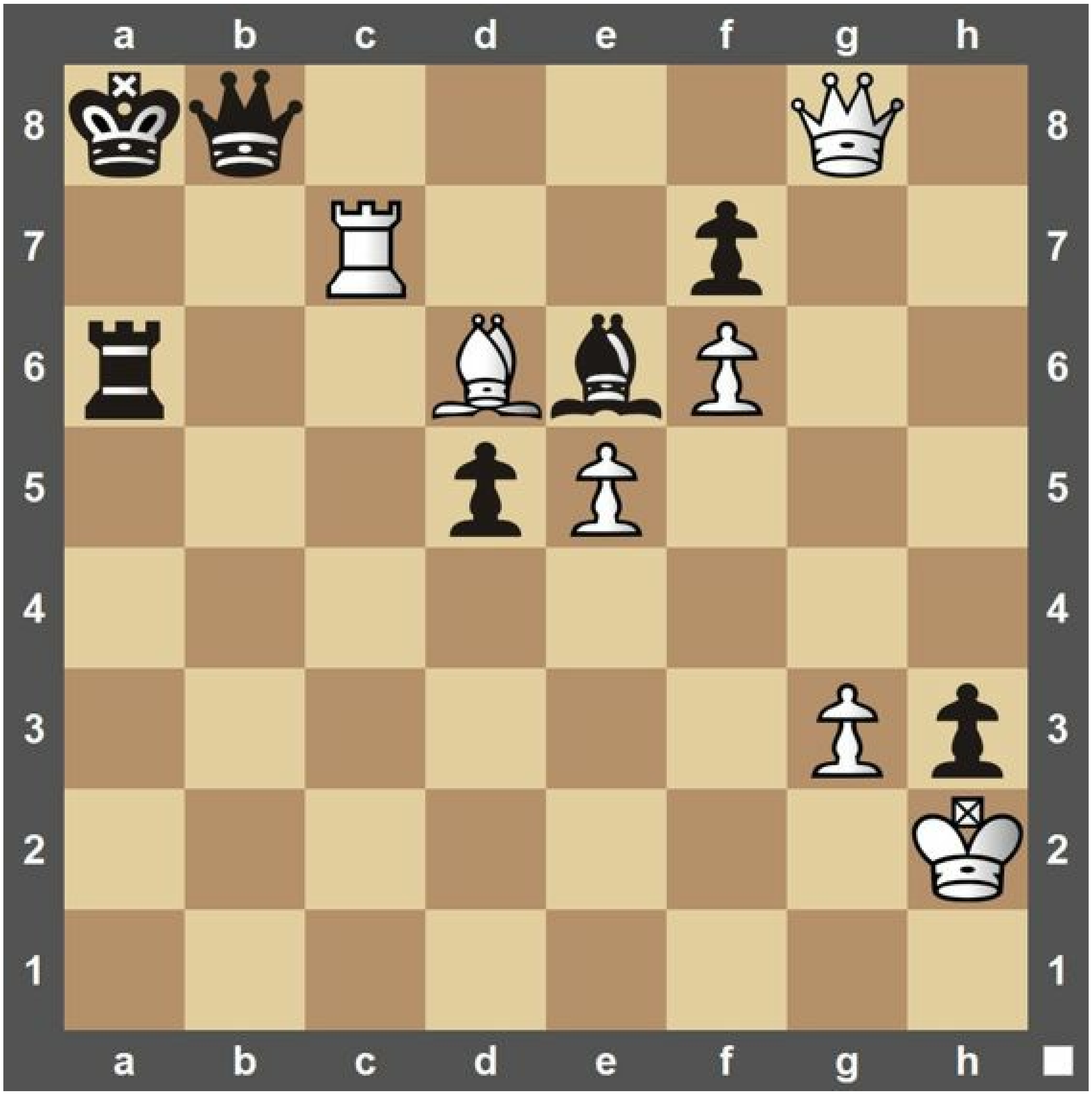

44: 1.Ra7+ Rxa7 [1...Kxa7 2.Qxb8#] 2.Qxb8#

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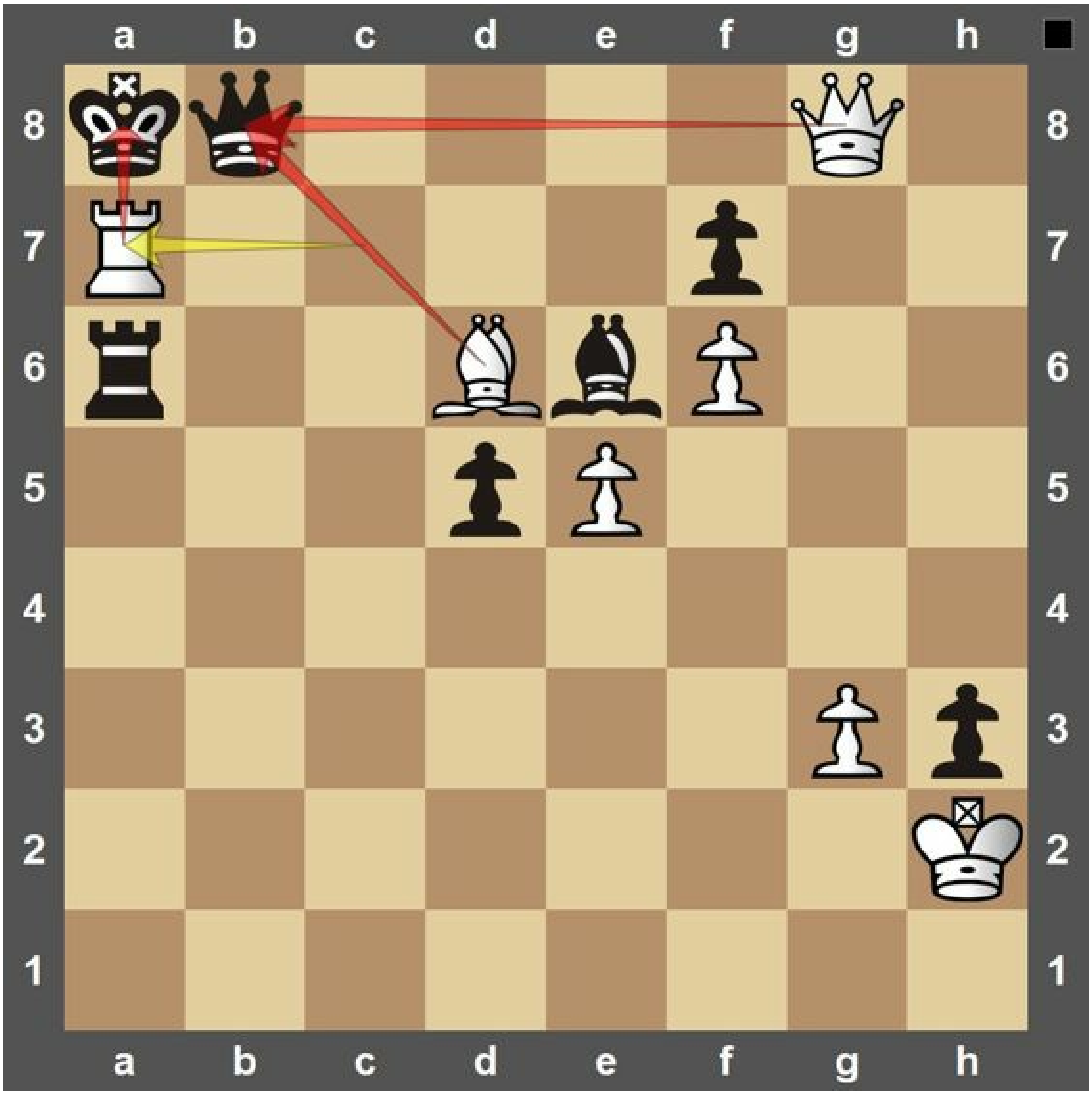
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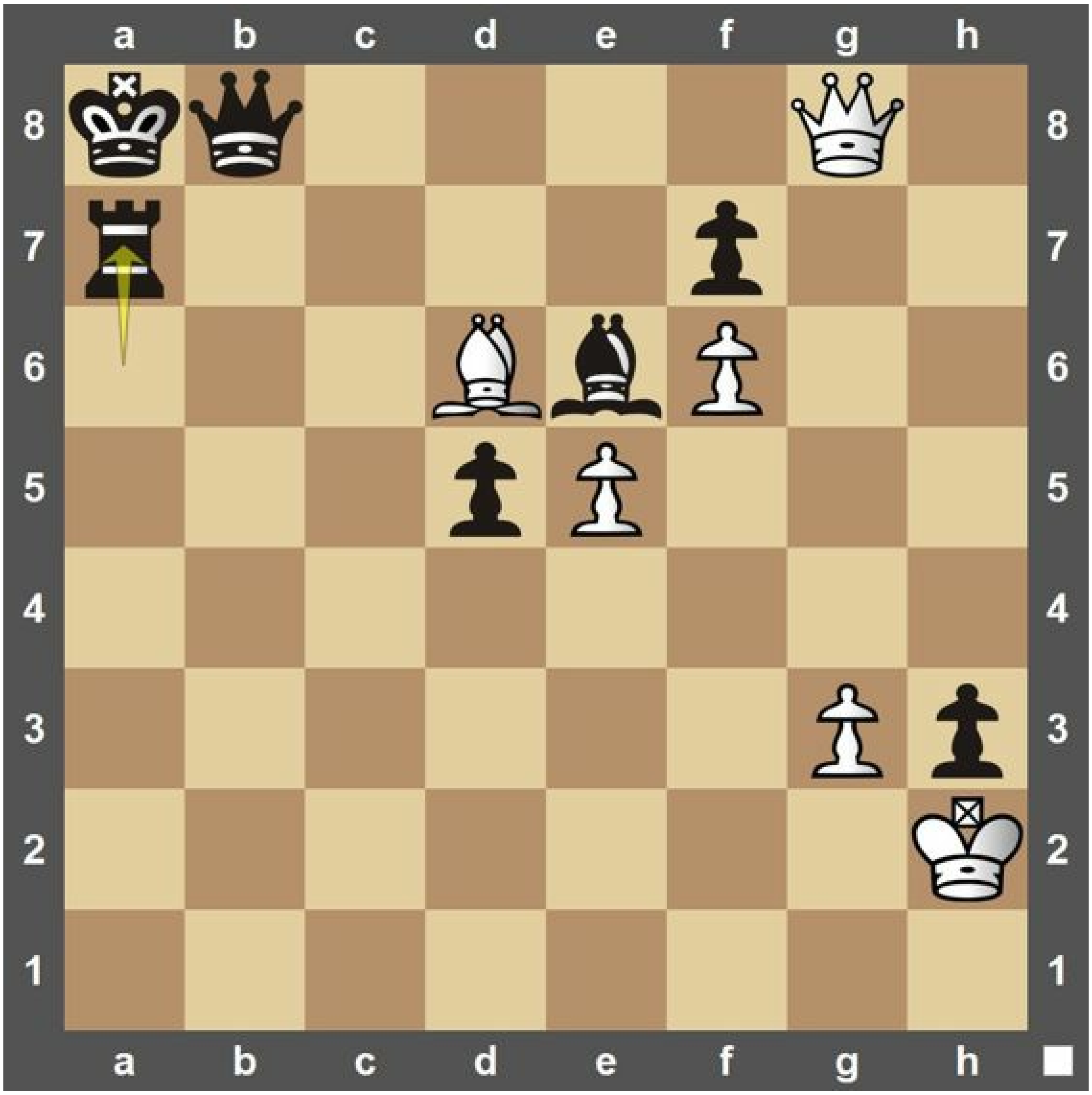
44: **1.Ra7+** Rxa7 [1...Kxa7 2.Qxb8#] 2.Qxb8#

This attack on the king and queen works like a charm. The queen can’t move because of the pin.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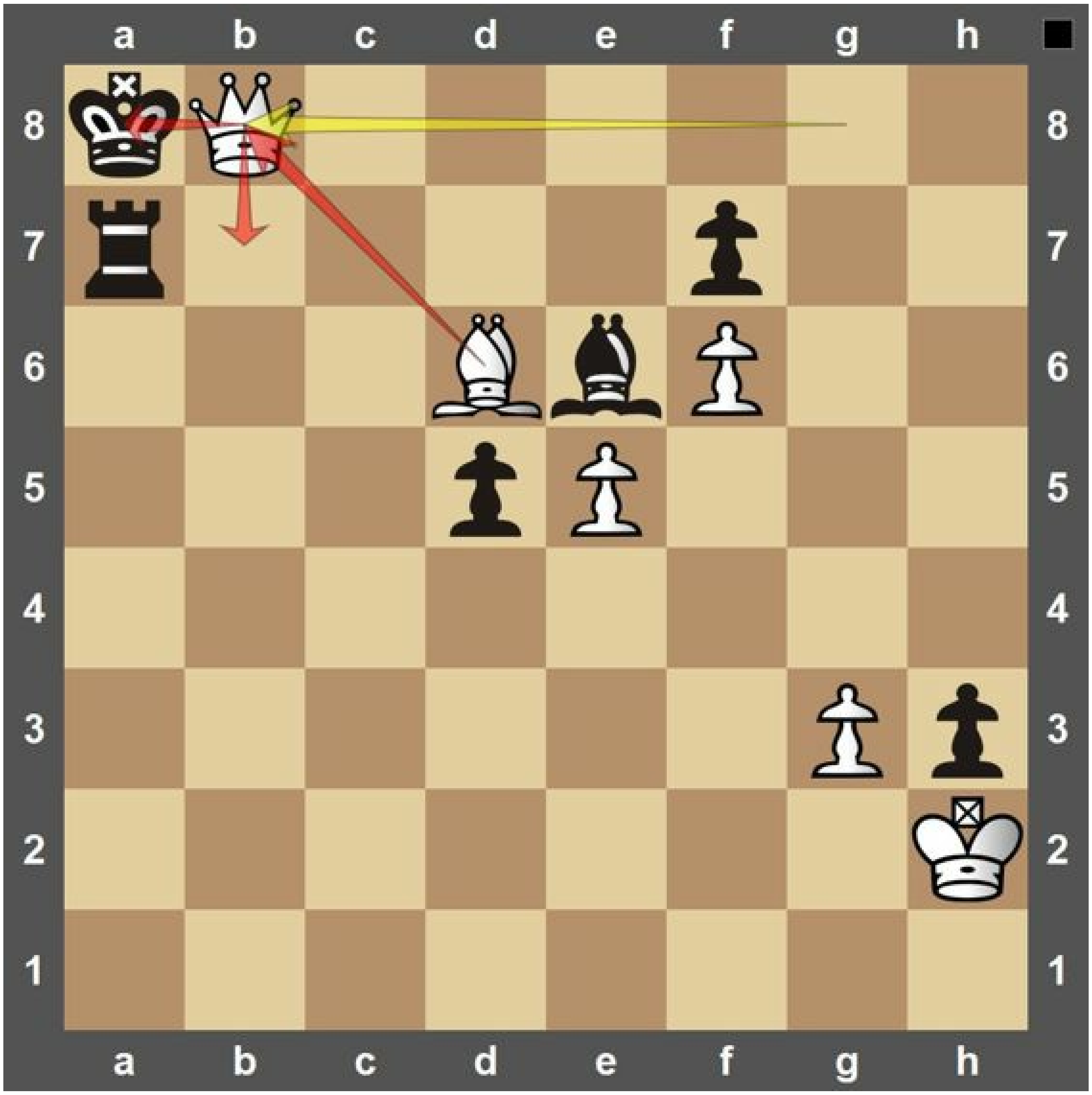
44: **1.Ra7+ Rxa7** [1...Kxa7 2.Qxb8#] 2.Qxb8#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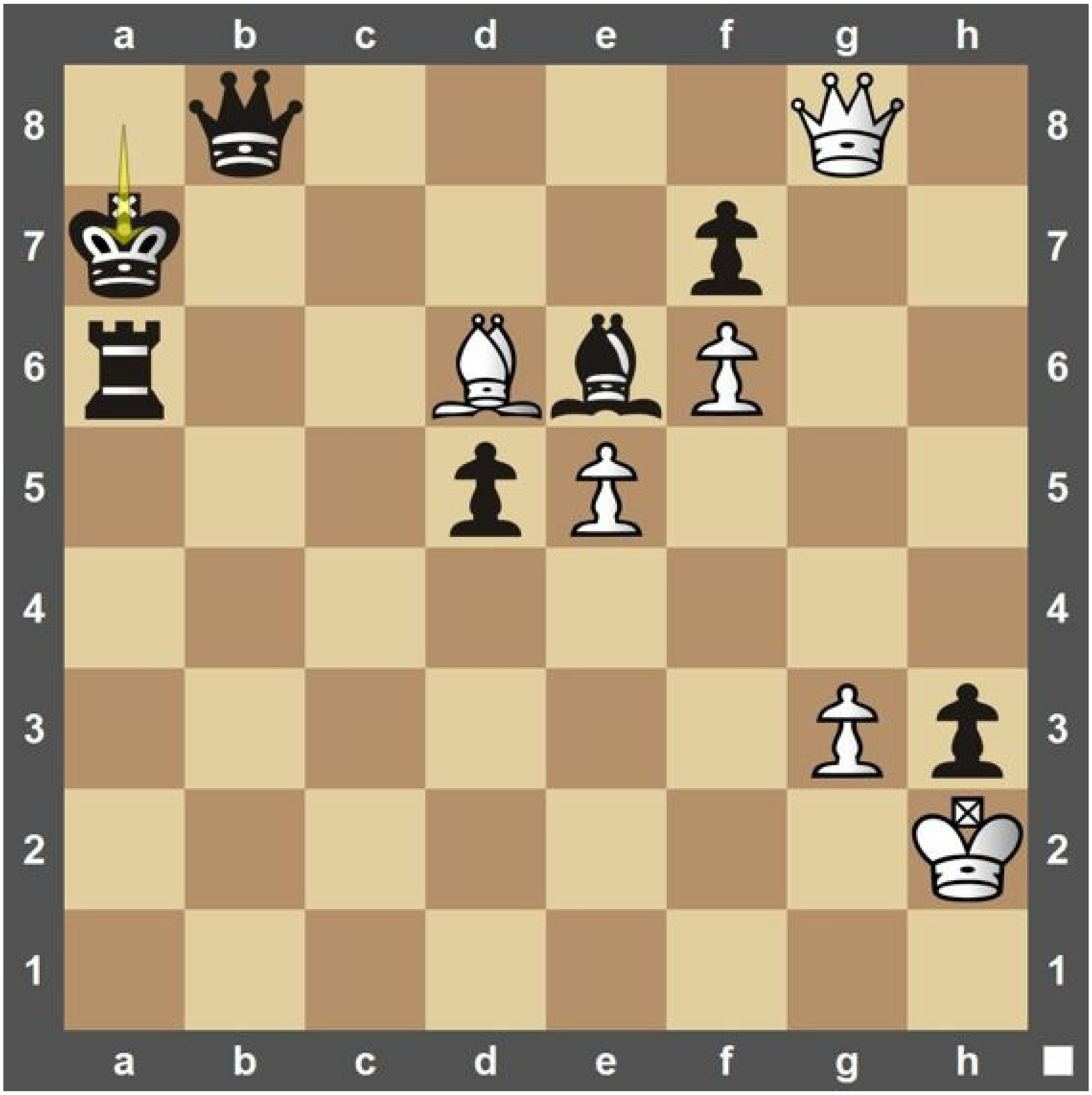
44: **1.Ra7+ Rxa7** [1...Kxa7 2.Qxb8#] **2.Qxb8#**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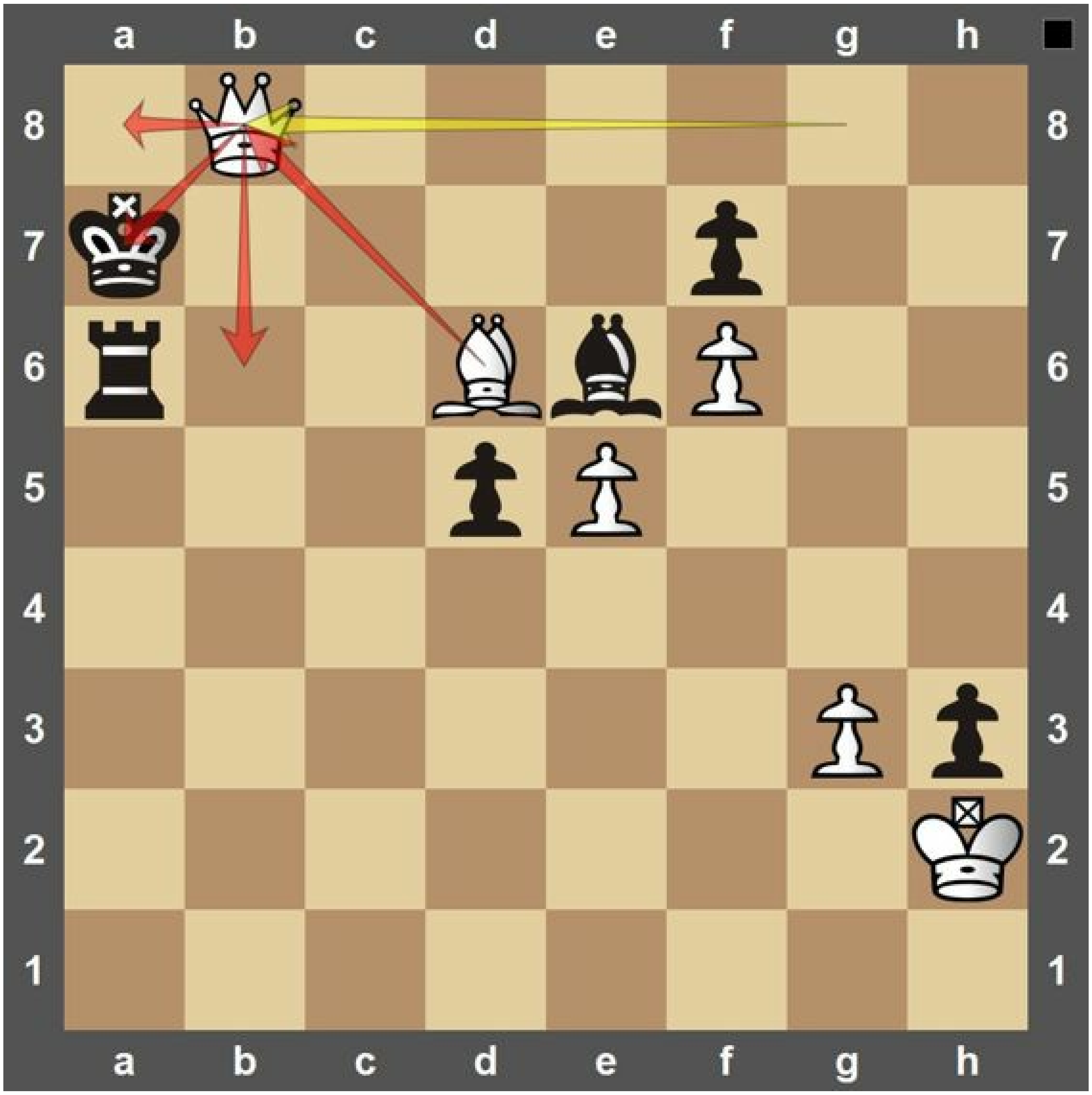
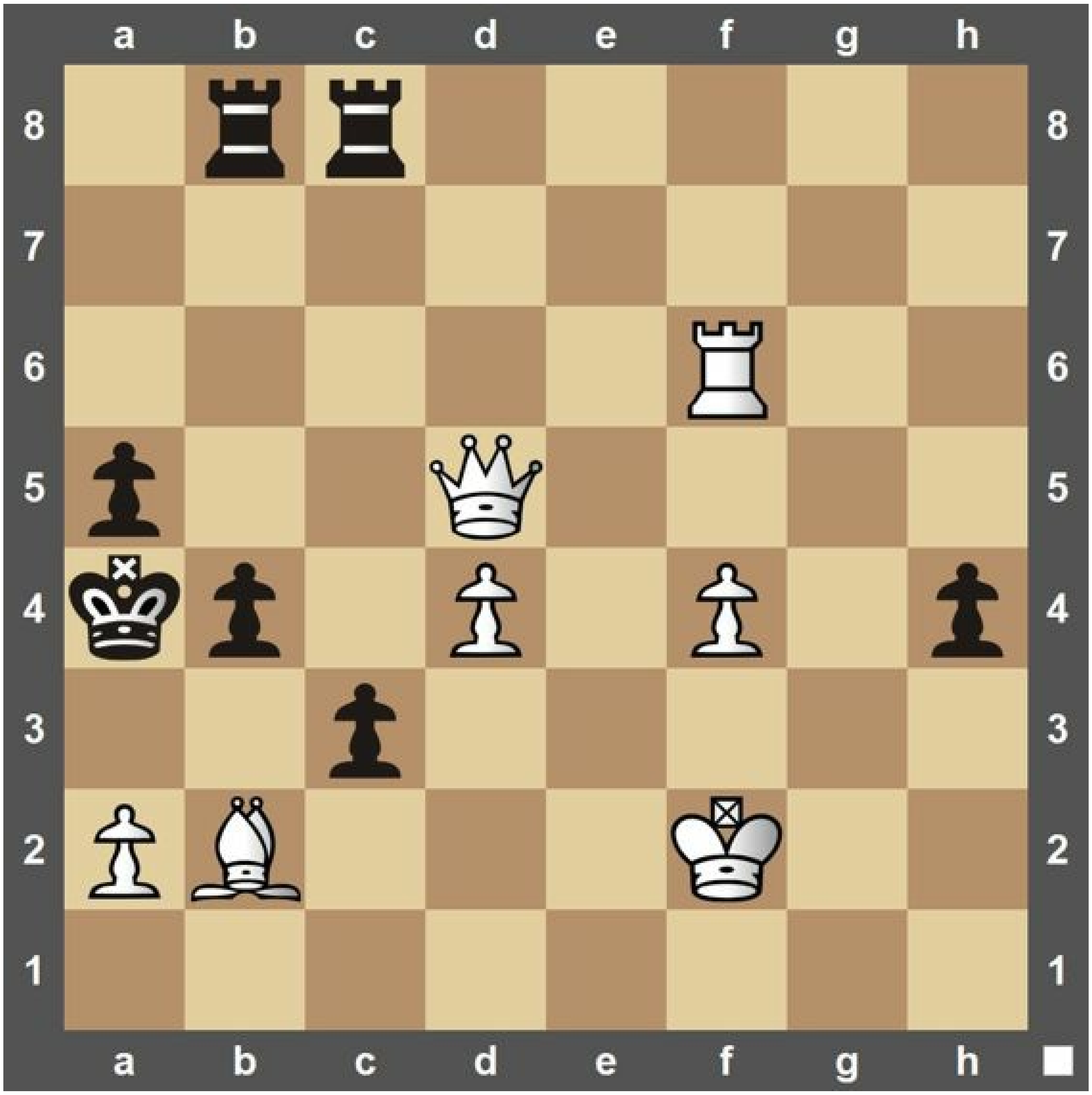
44: **1.Ra7+** Rxa7 [**1...Kxa7** 2.Qxb8#] 2.Qxb8#



44: **1.Ra7+** Rxa7 [**1...Kxa7 2.Qxb8#**] 2.Qxb8#



45: White to move.

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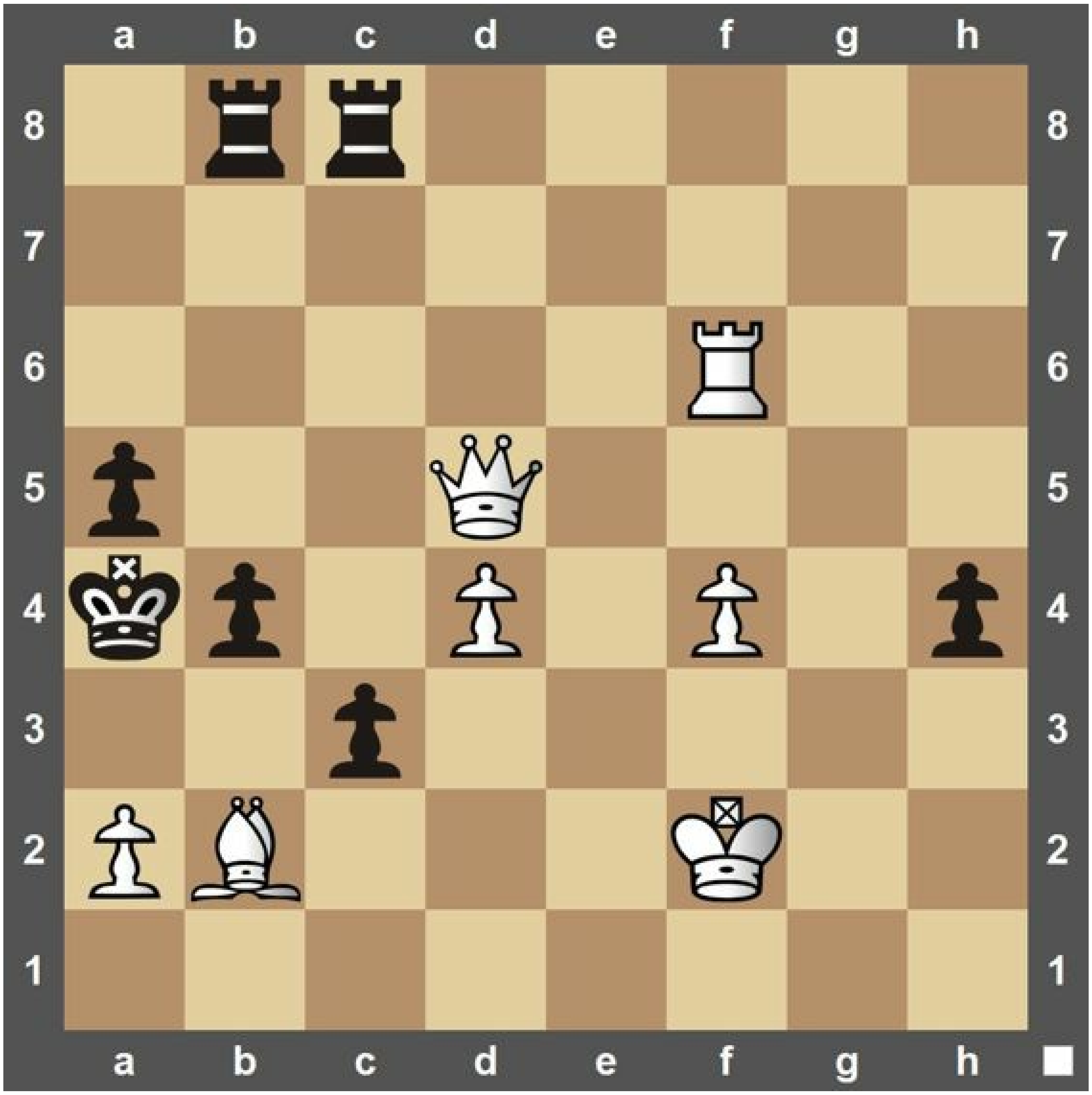

45: 1.Qb3+ Kb5 2.a4#

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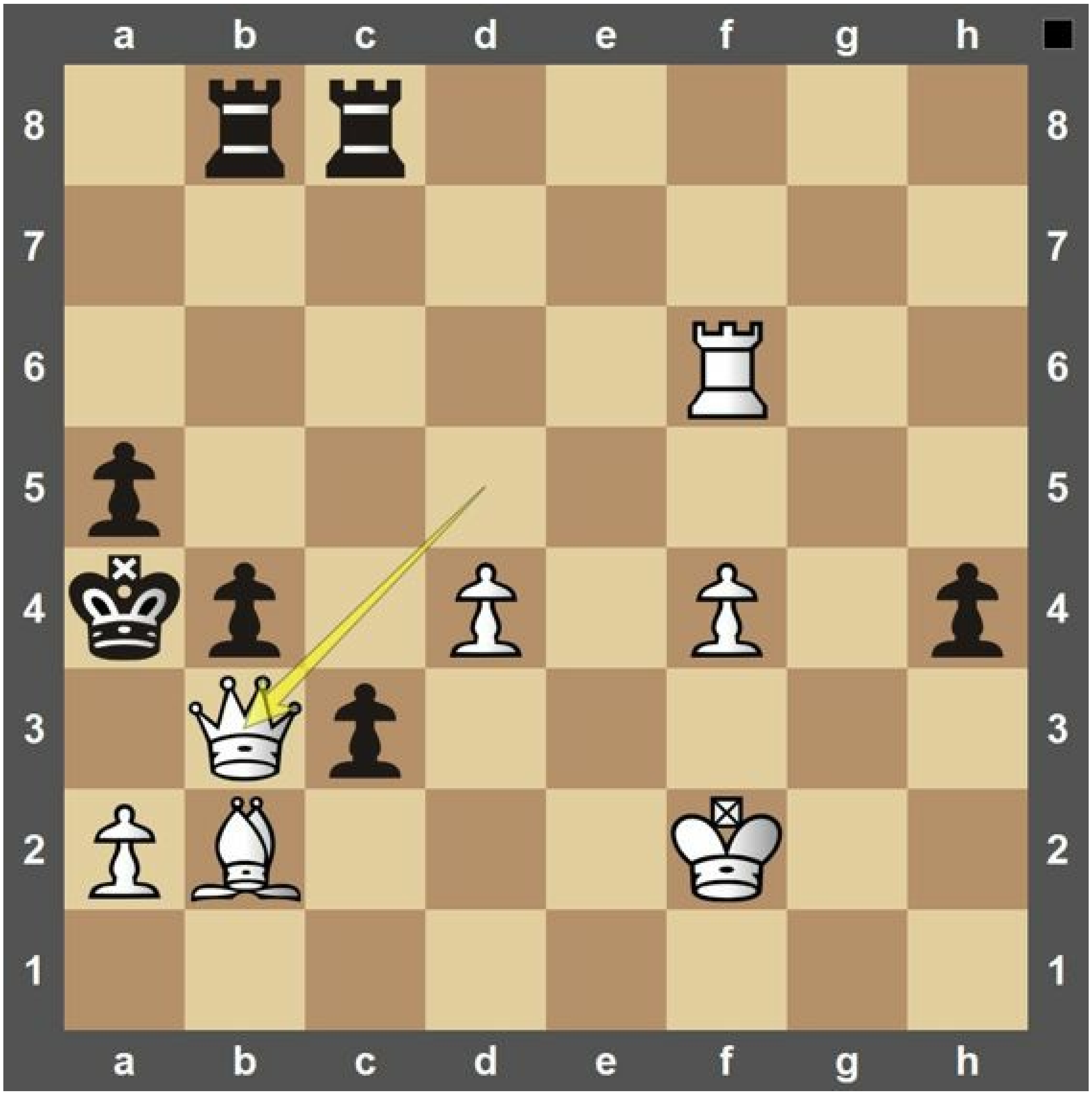
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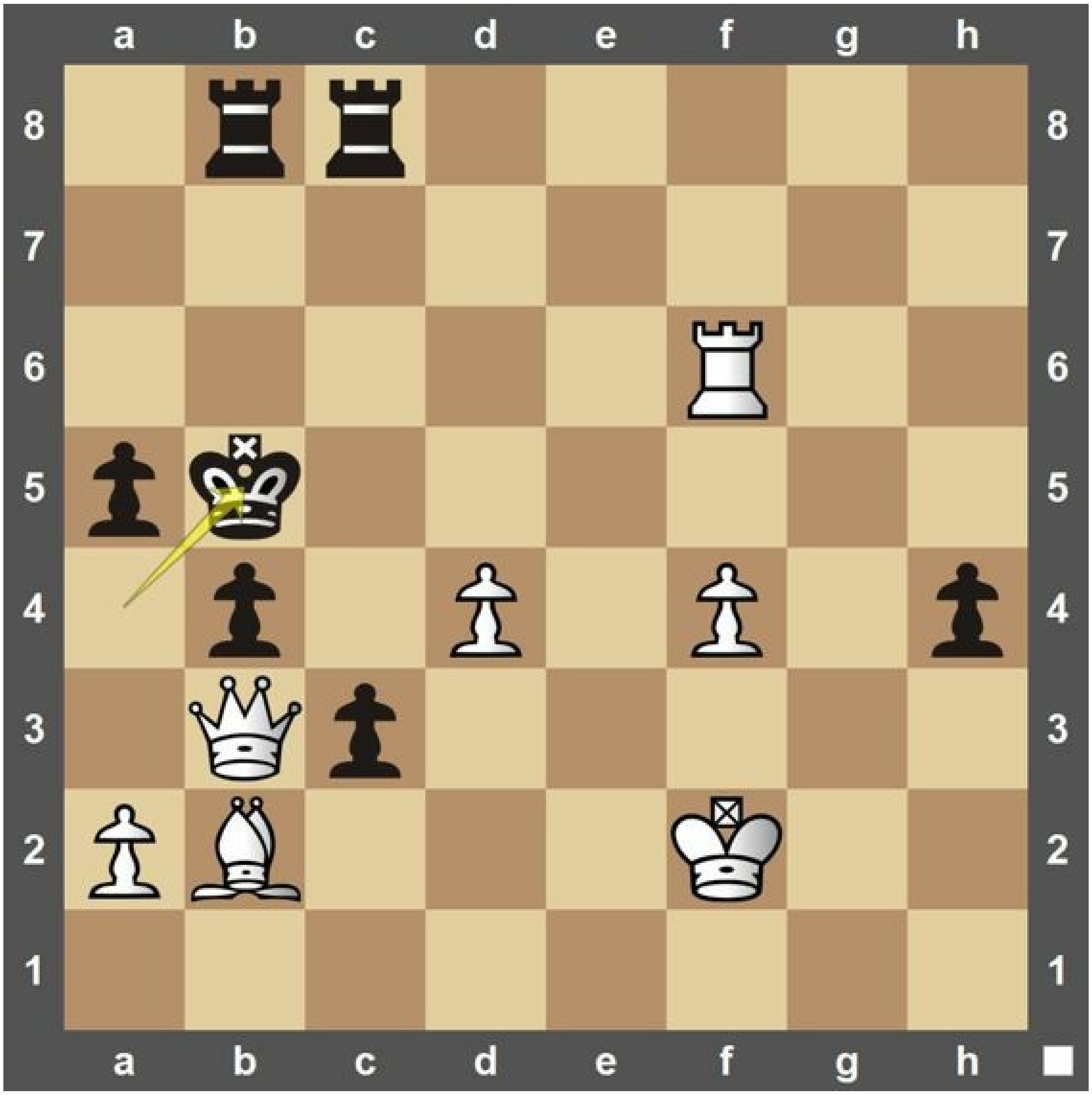
45: **1.Qb3+** Kb5 2.a4#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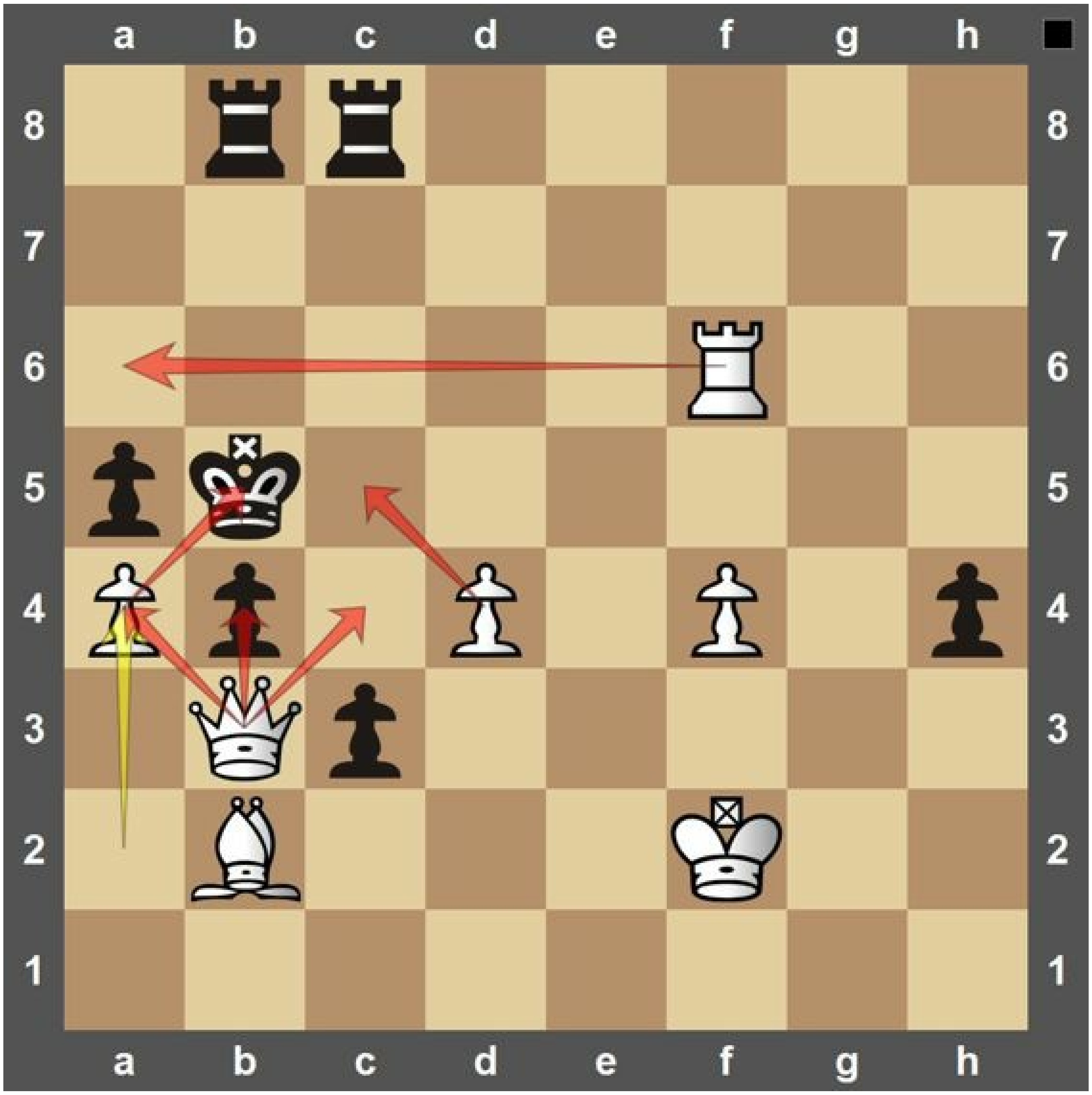
45: **1.Qb3+ Kb5** 2.a4#



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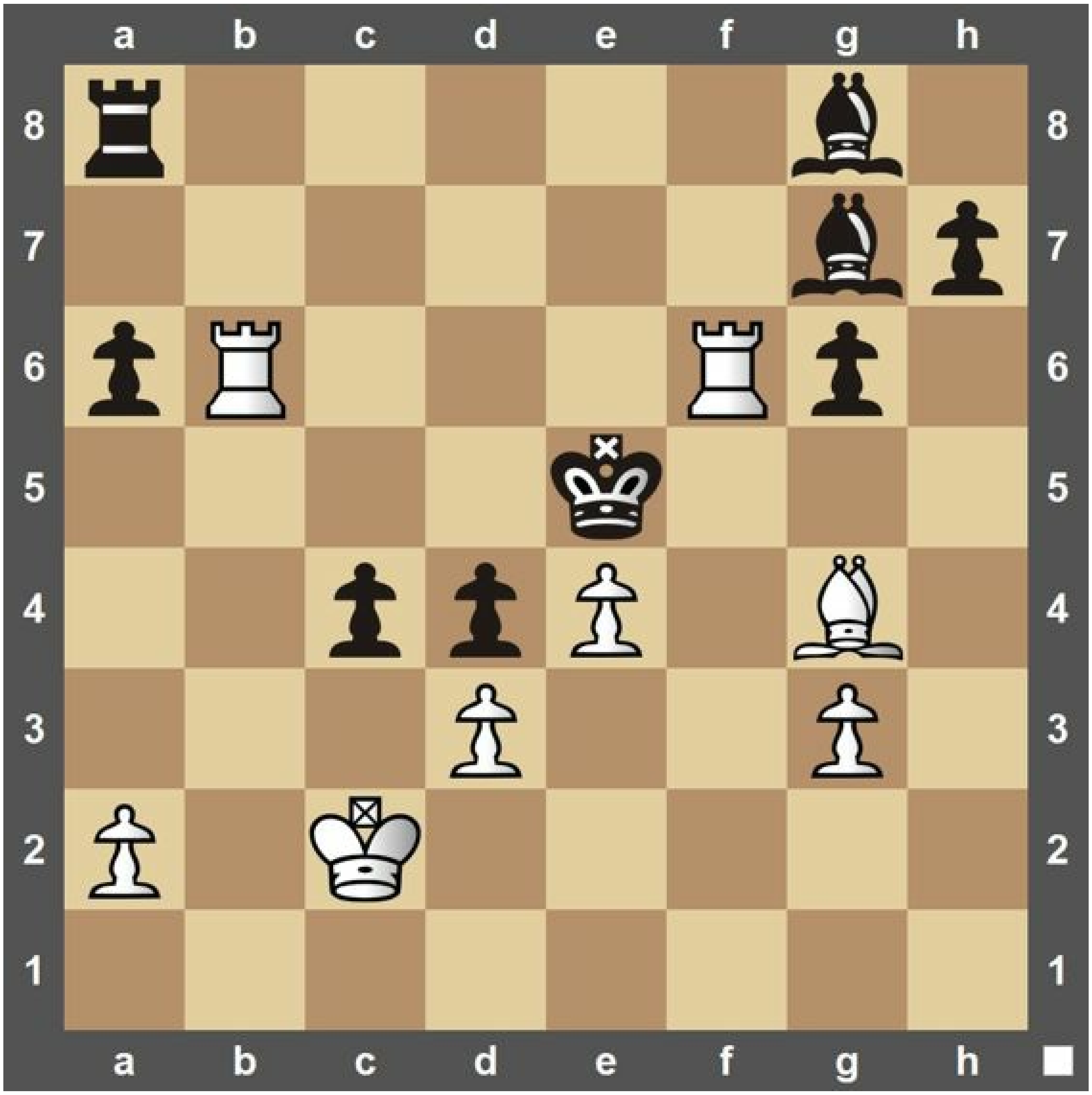
45: **1.Qb3+ Kb5 2.a4#**

En passant is not possible because of the pin.


a b c d e f g h
8 7 6 5 4 3 2 1

46: White to move.

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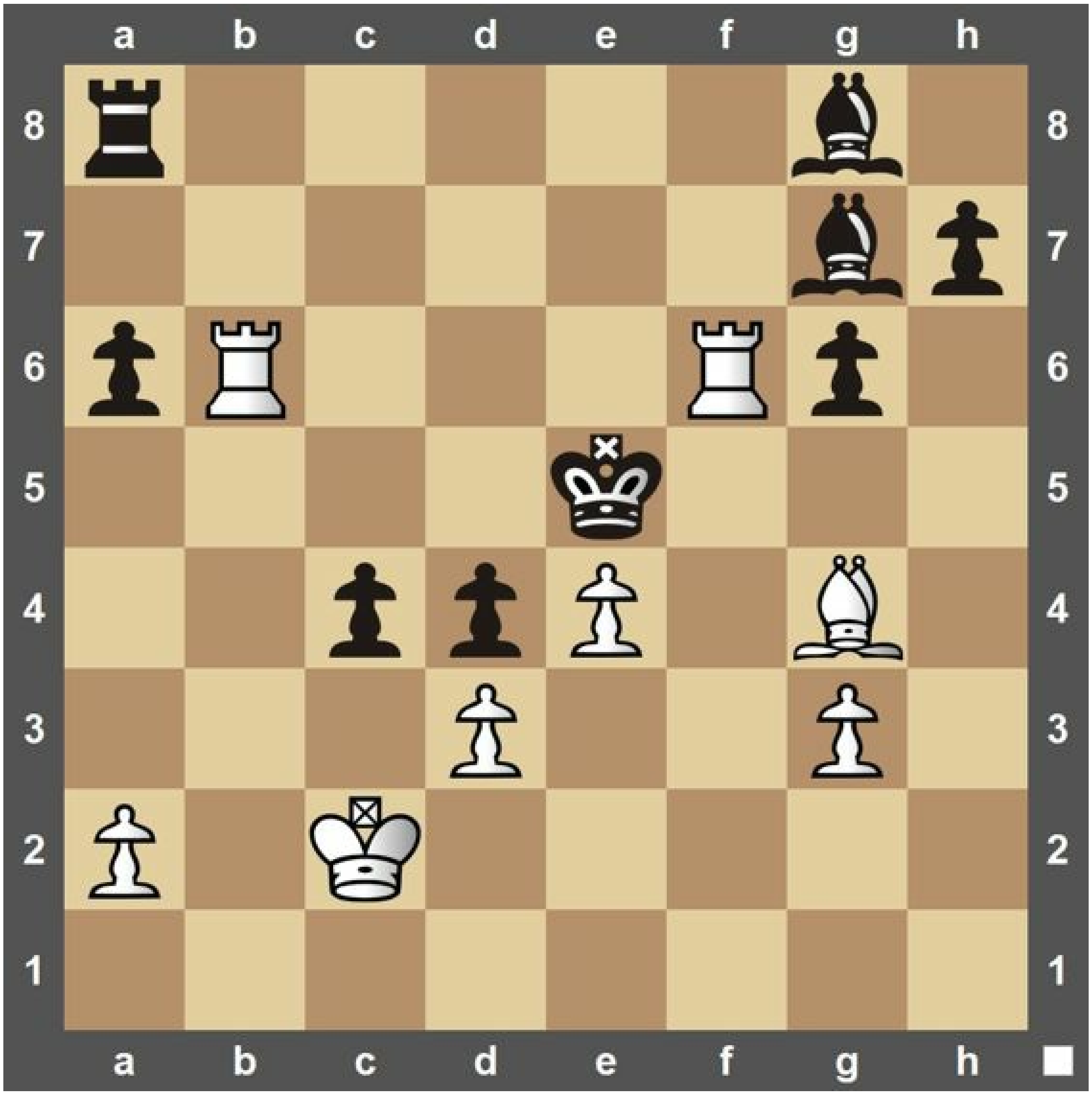

46: 1.Rfe6+ [1.Rbe6+ Bxe6 2.Rxe6#] 1...Bxe6 2.Rxe6#

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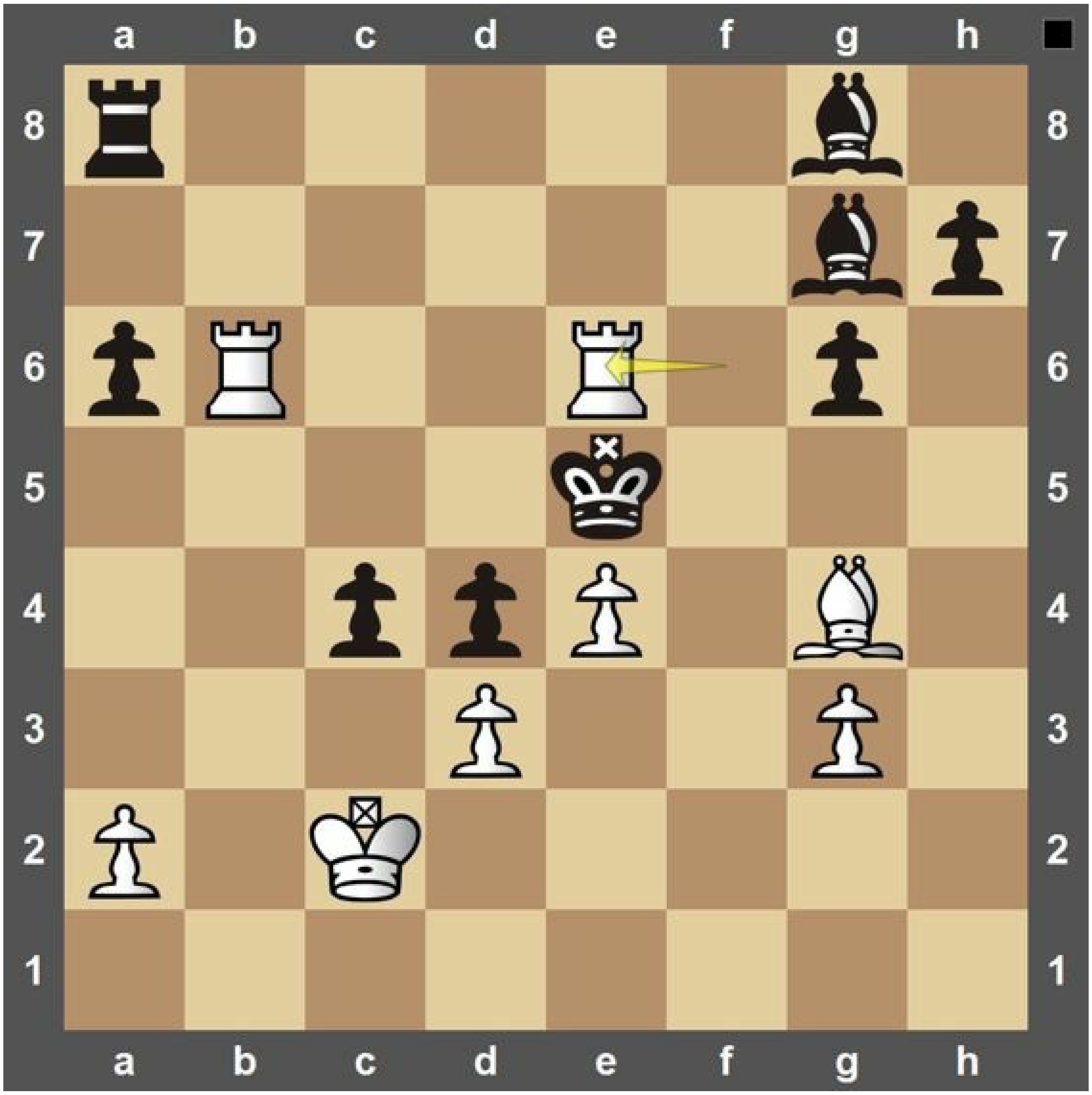
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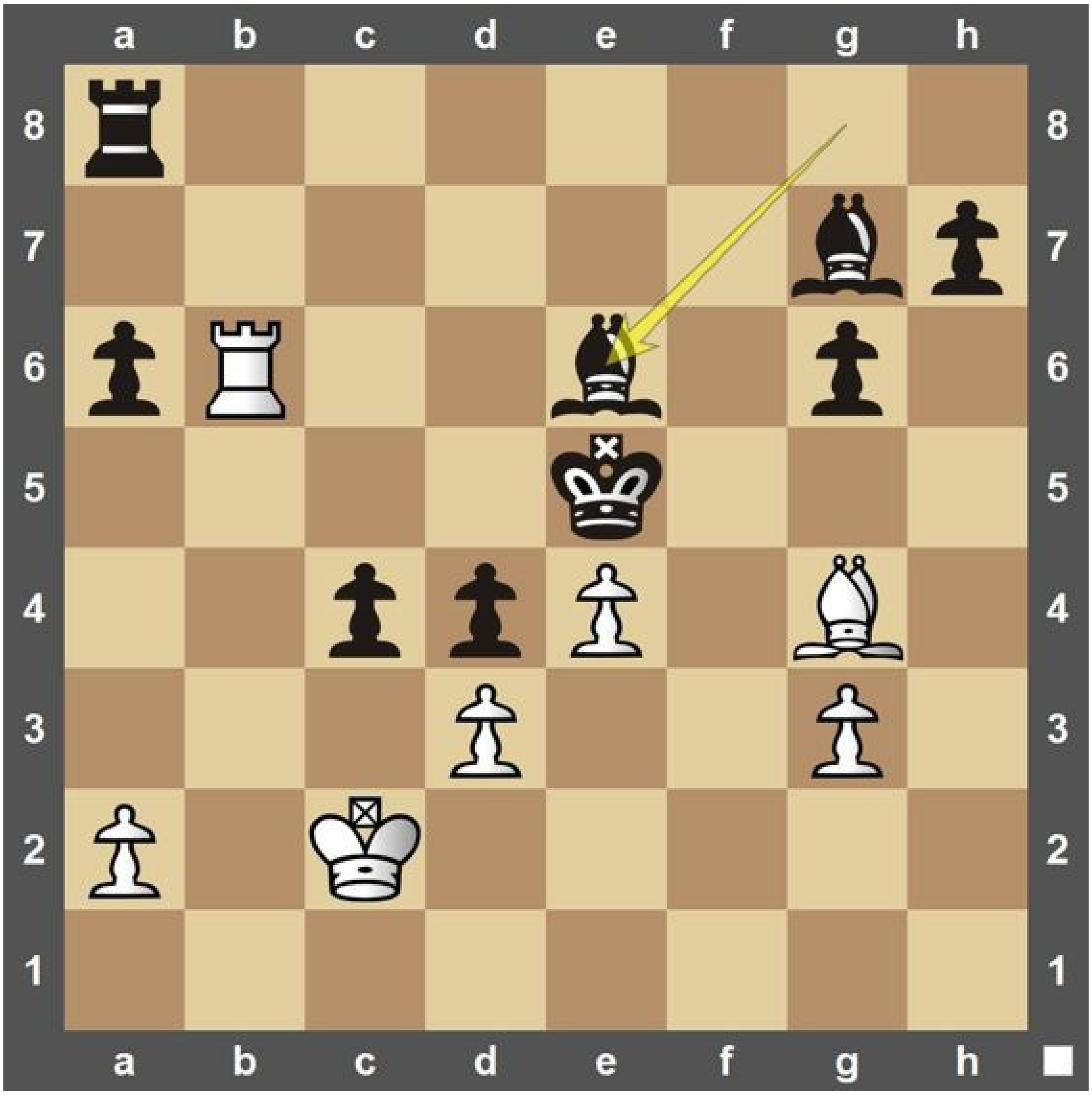
46: **1.Rfe6+** [1.Rbe6+ Bxe6 2.Rxe6#] 1...Bxe6 2.Rxe6#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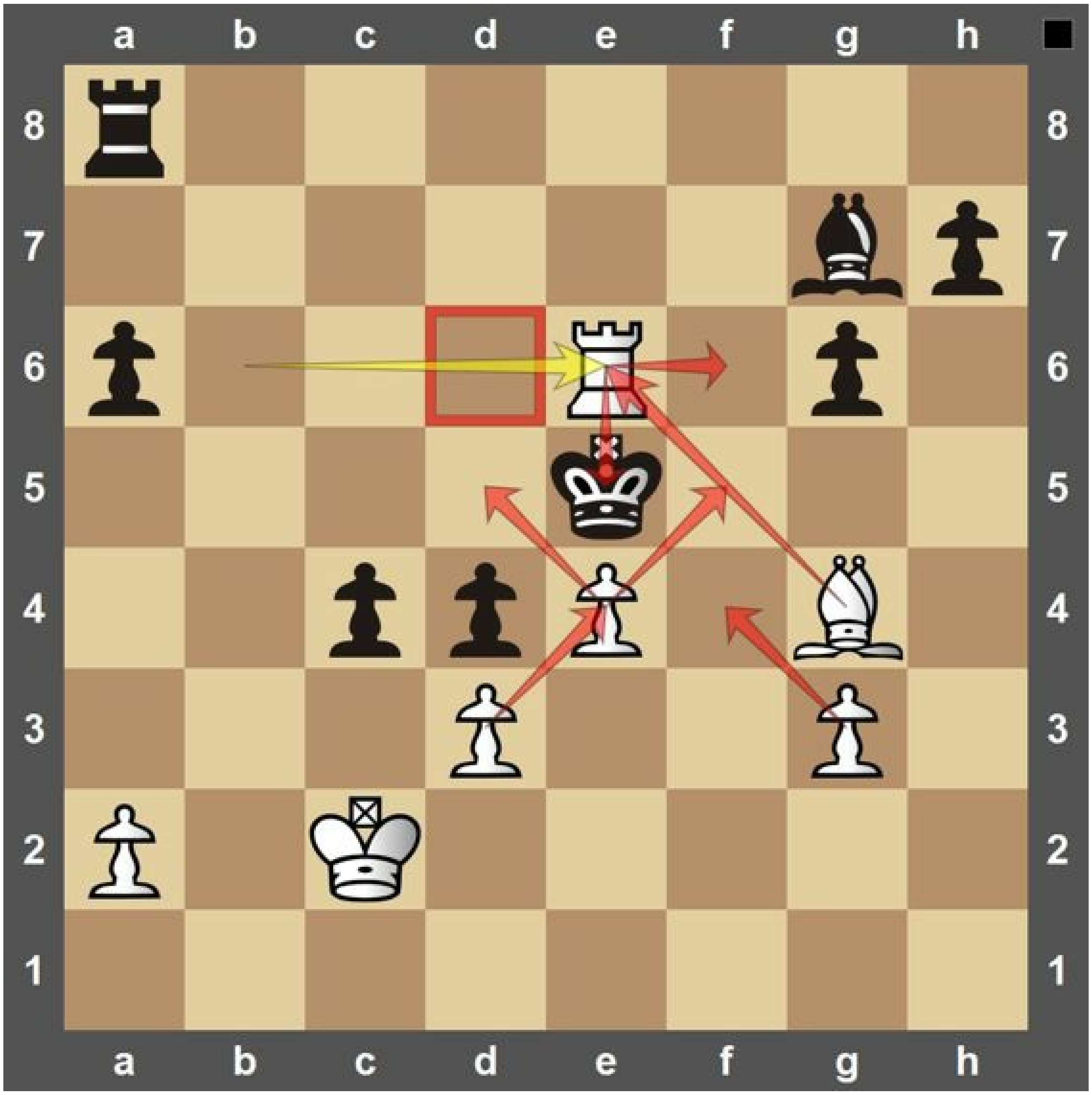
46: **1.Rfe6+** [1.Rbe6+ Bxe6 2.Rxe6#] **1...Bxe6** 2.Rxe6#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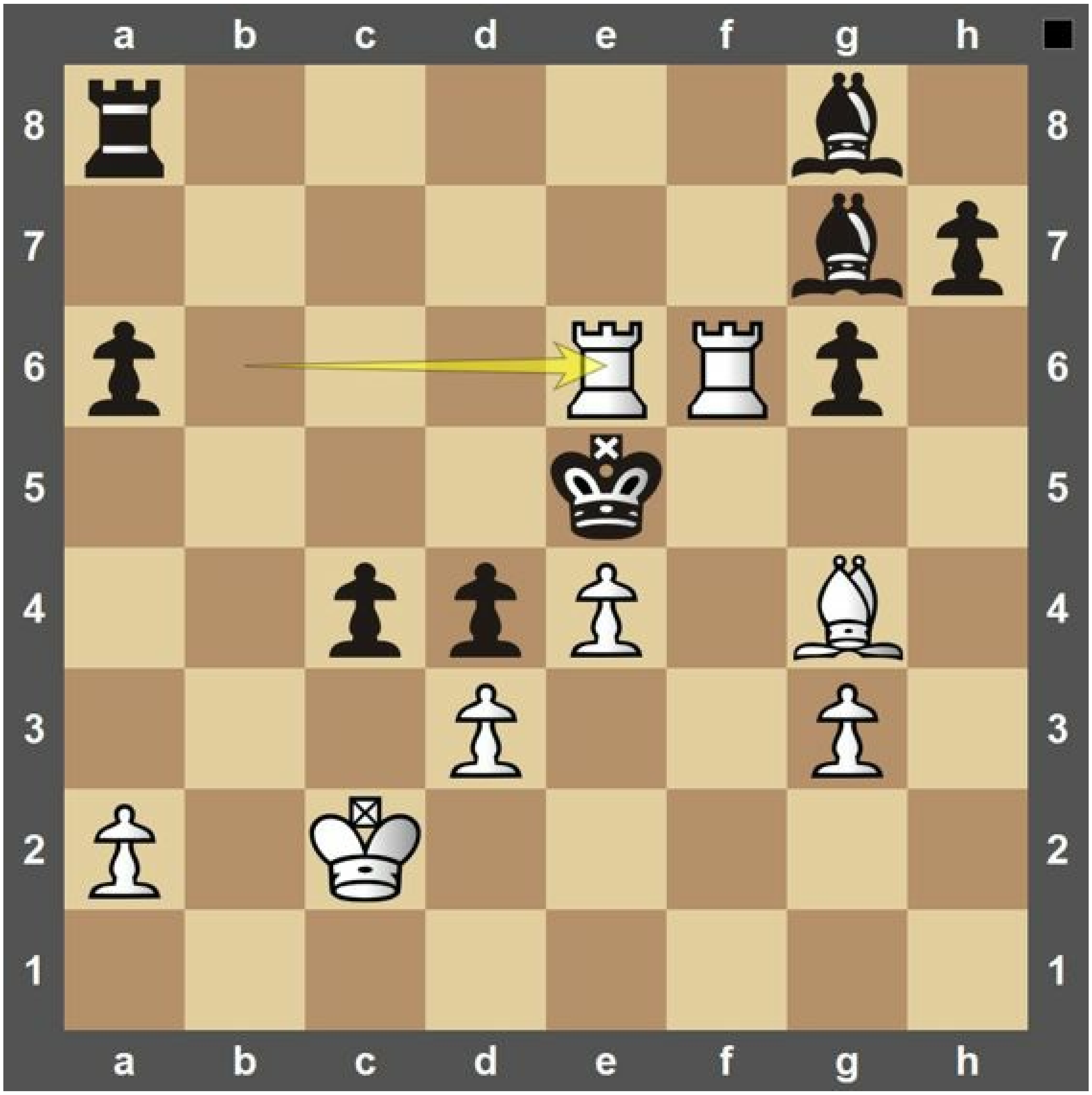
46: **1.Rfe6+** [1.Rbe6+ Bxe6 2.Rxe6#] **1...Bxe6 2.Rxe6#**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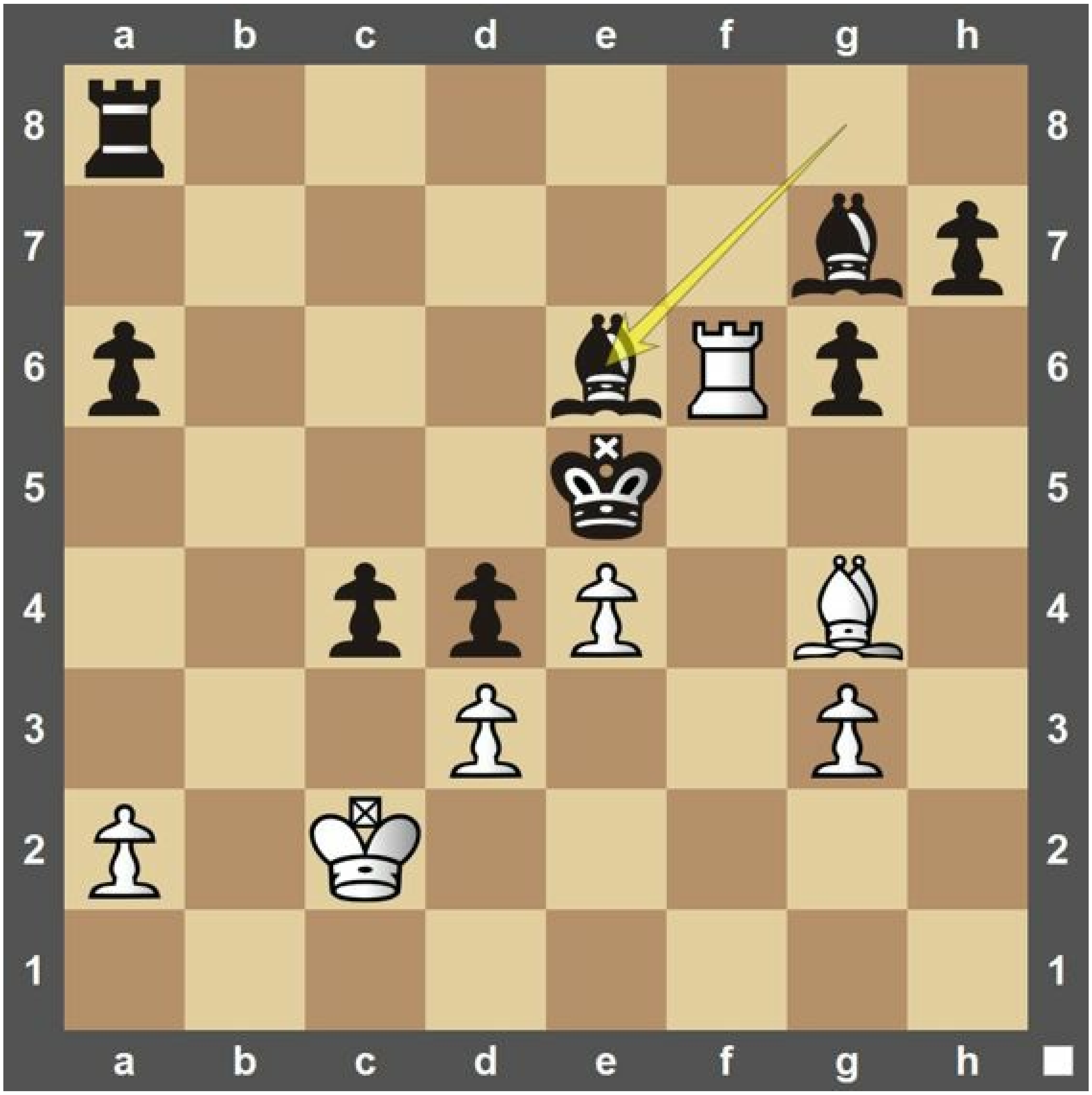
46: 1.Rfe6+ [**1.Rbe6+** Bxe6 2.Rxe6#] 1...Bxe6 2.Rxe6#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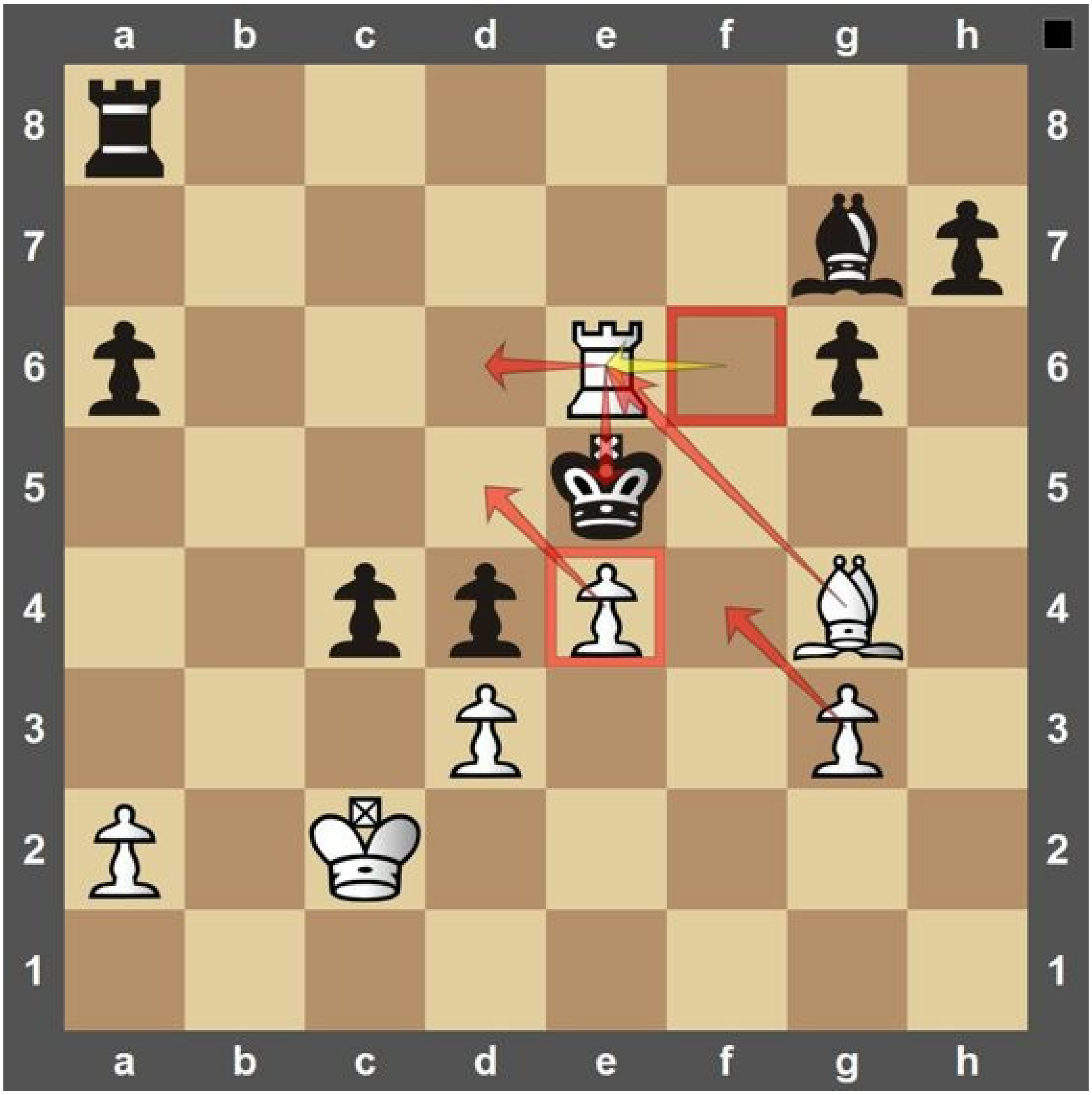
46: 1.Rfe6+ [**1.Rbe6+ Bxe6** 2.Rxe6#] 1...Bxe6 2.Rxe6#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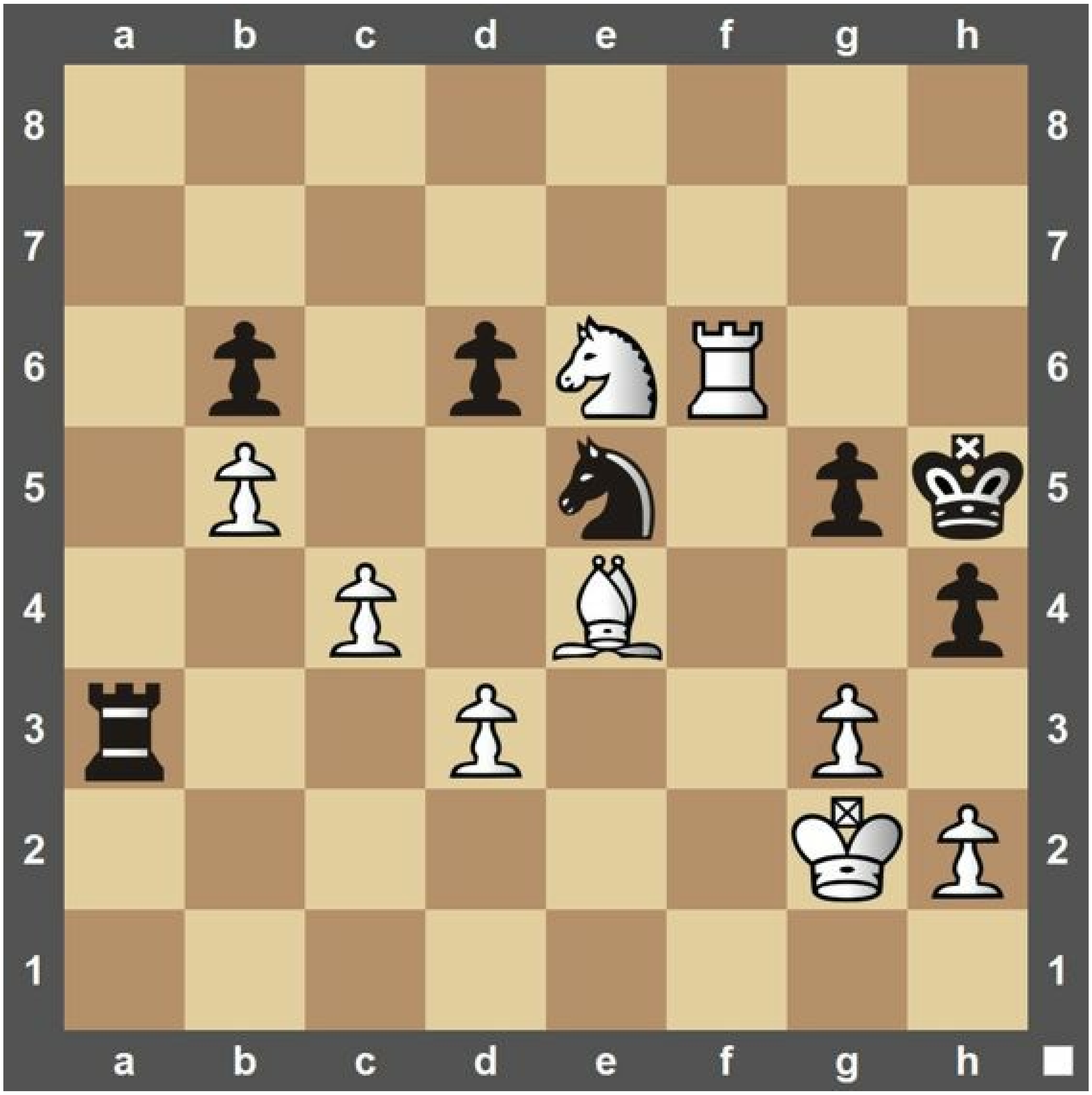
46: 1.Rfe6+ [**1.Rbe6+ Bxe6 2.Rxe6#**] 1...Bxe6 2.Rxe6#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47: White to move.

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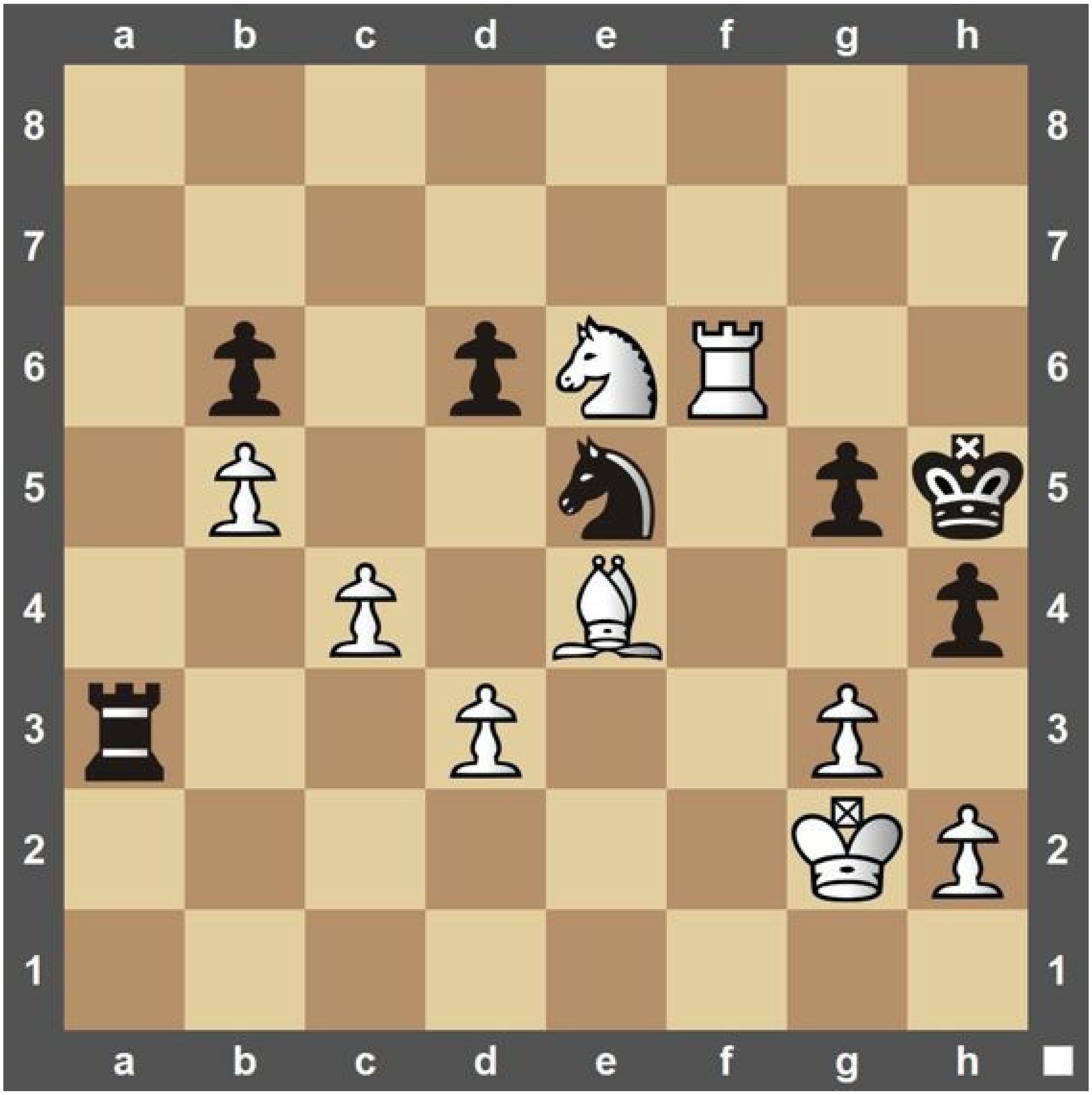
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47: 1.Ng7+ Kg4 2.h3# [2.Bf5#]

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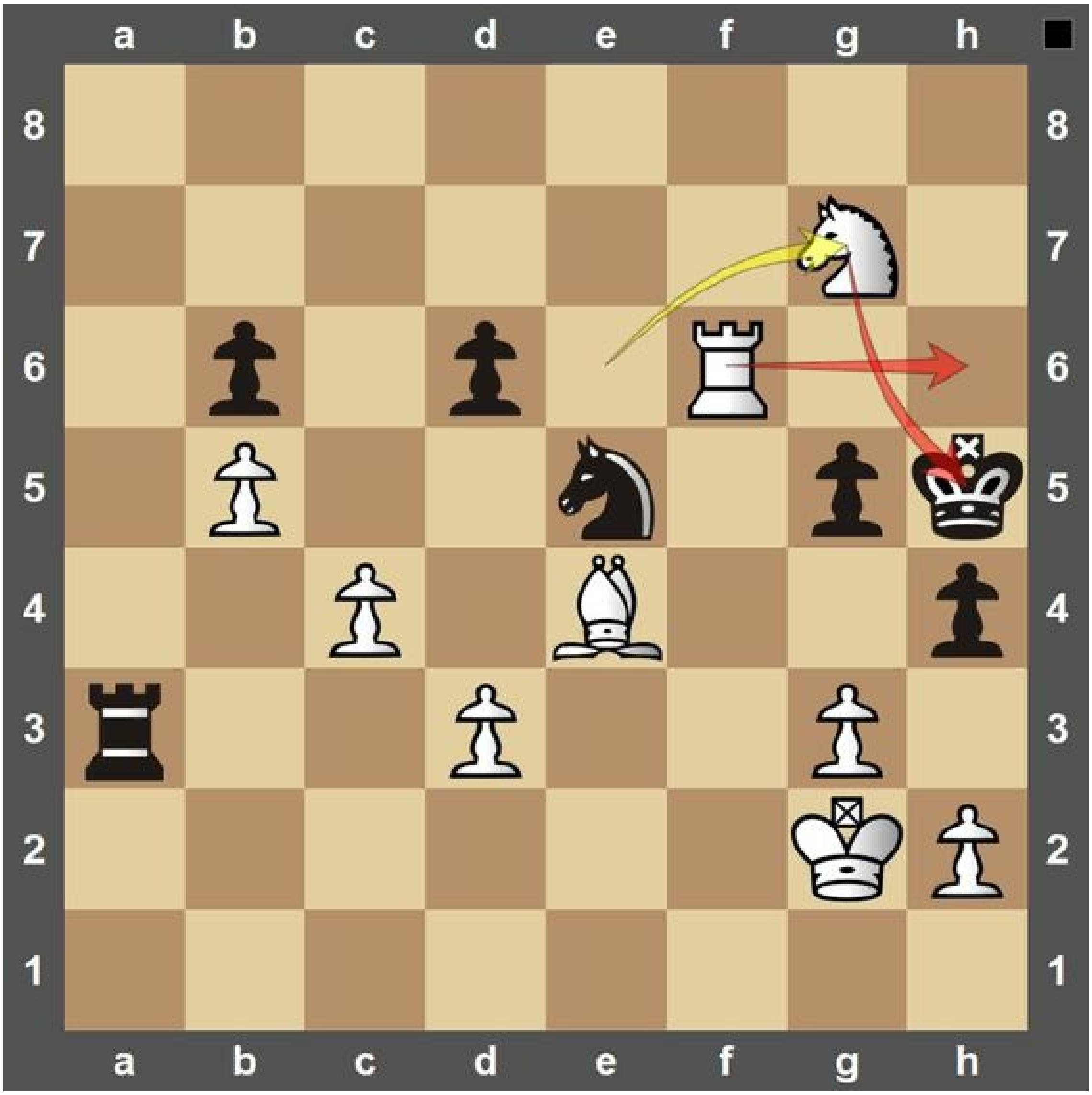
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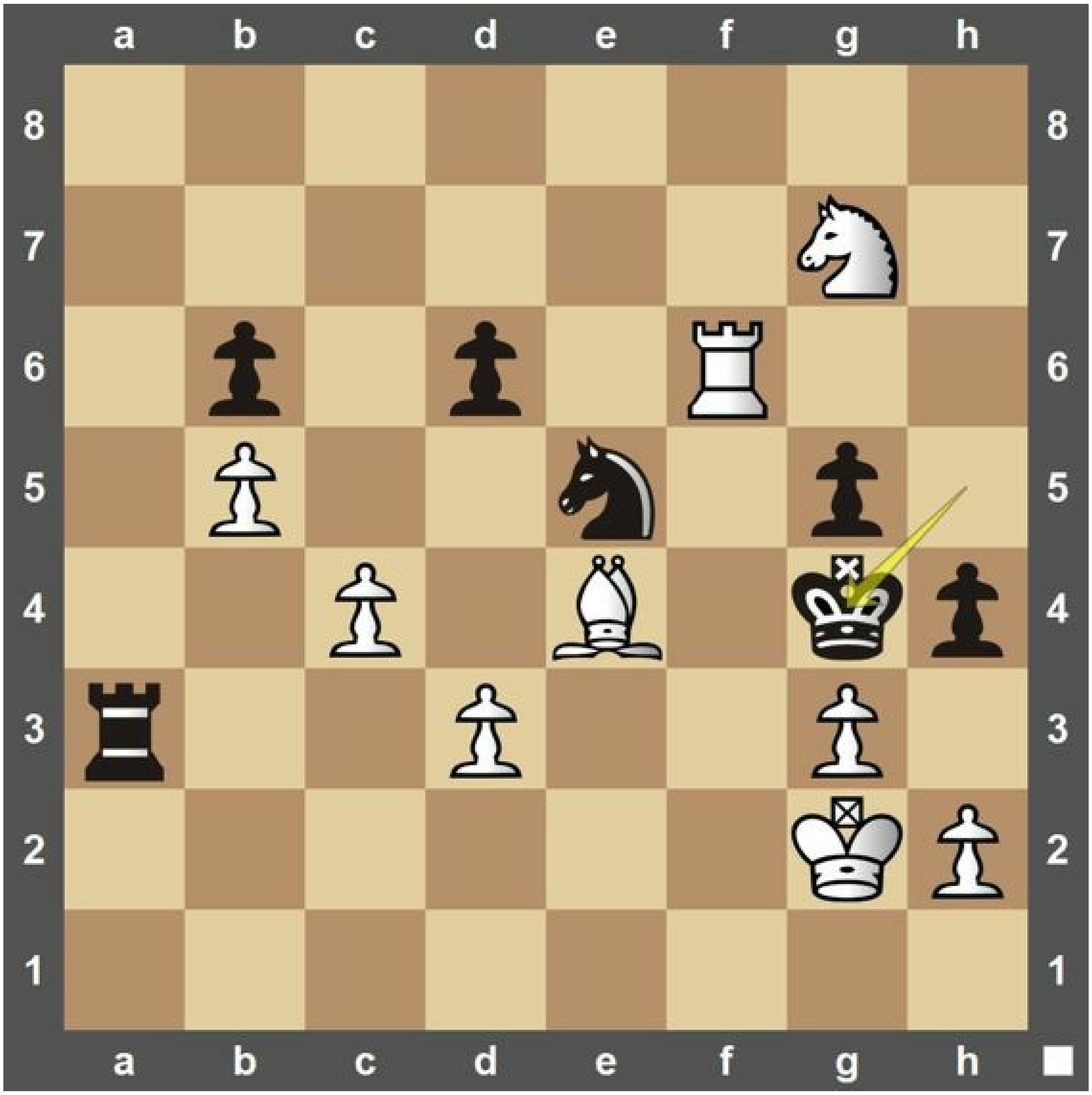
47: **1.Ng7+** Kg4 2.h3# [2.Bf5#]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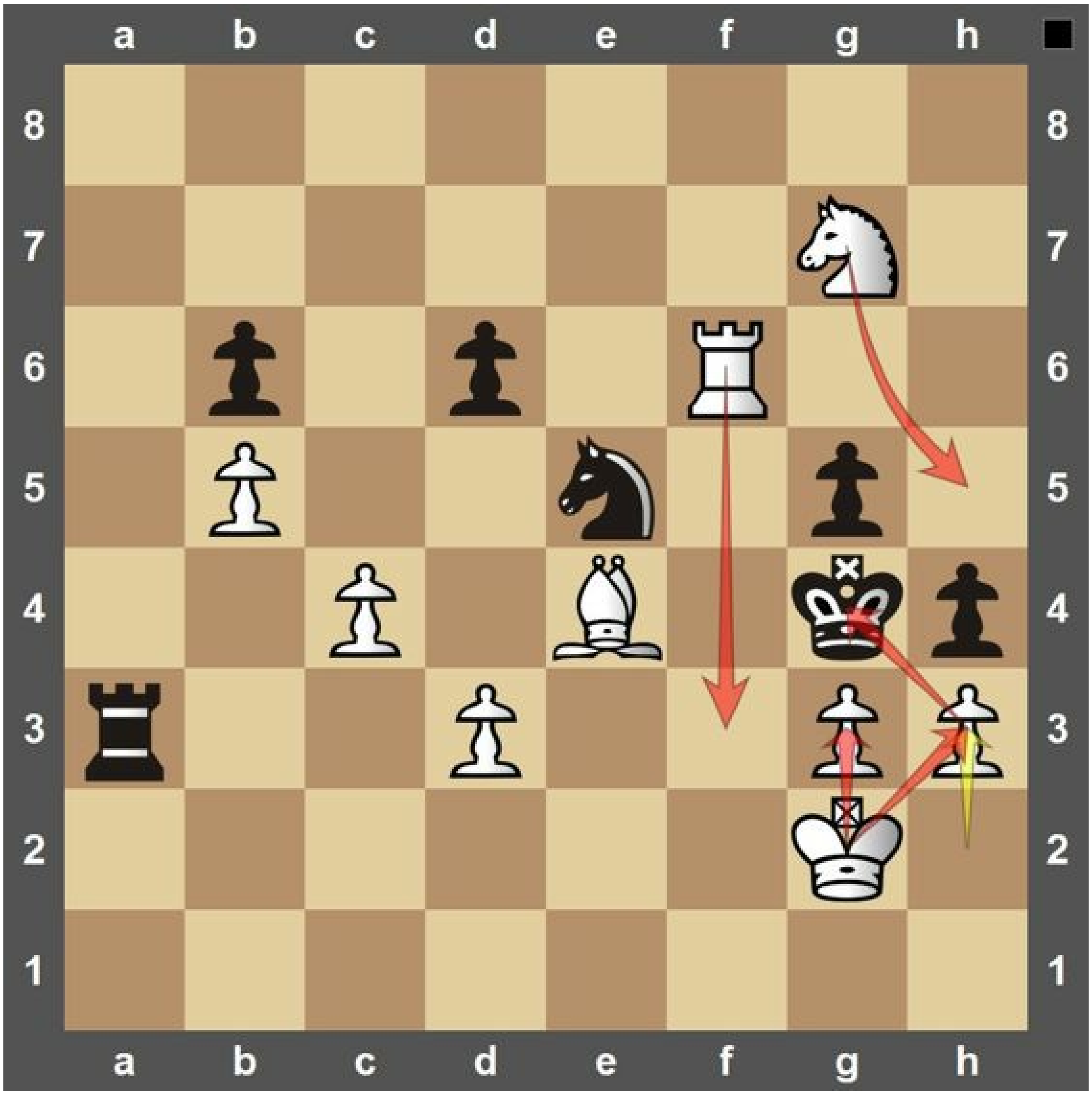
47: **1.Ng7+ Kg4** 2.h3# [2.Bf5#]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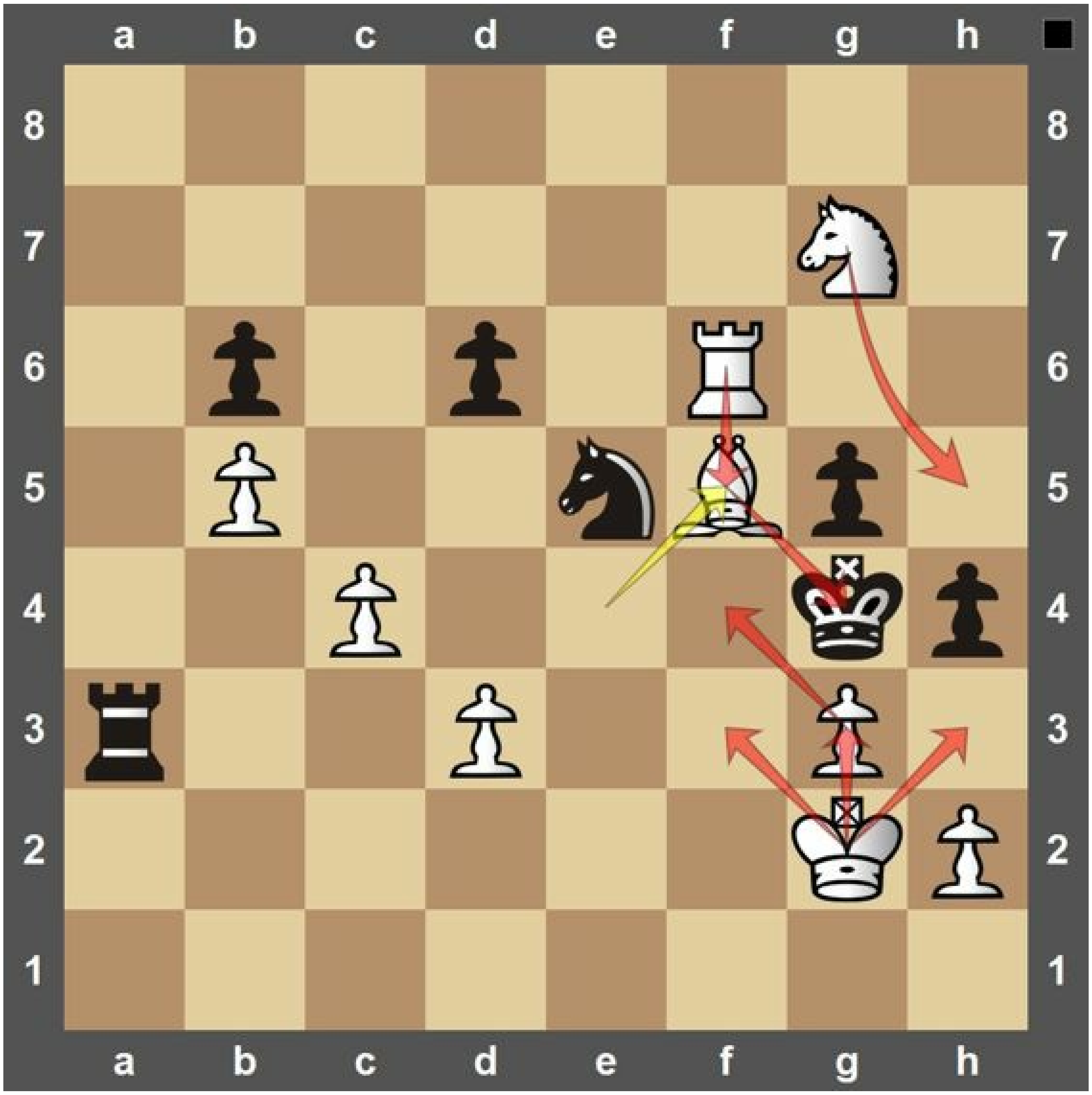
47: **1.Ng7+ Kg4 2.h3#** [2.Bf5#]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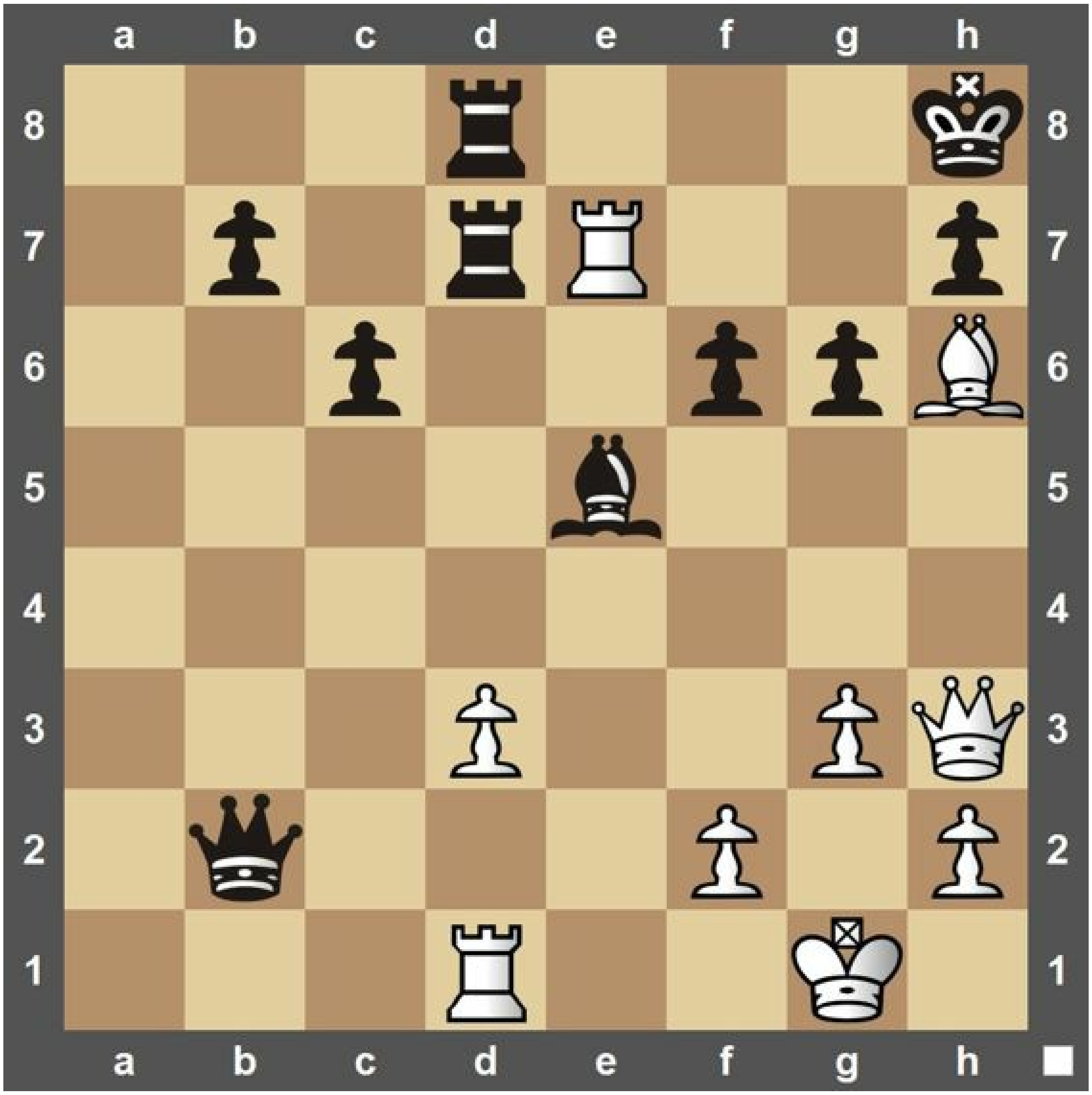
47: **1.Ng7+ Kg4** 2.h3# [**2.Bf5#**]
If 2.Bf3+ then Nxf3.



48: White to move.

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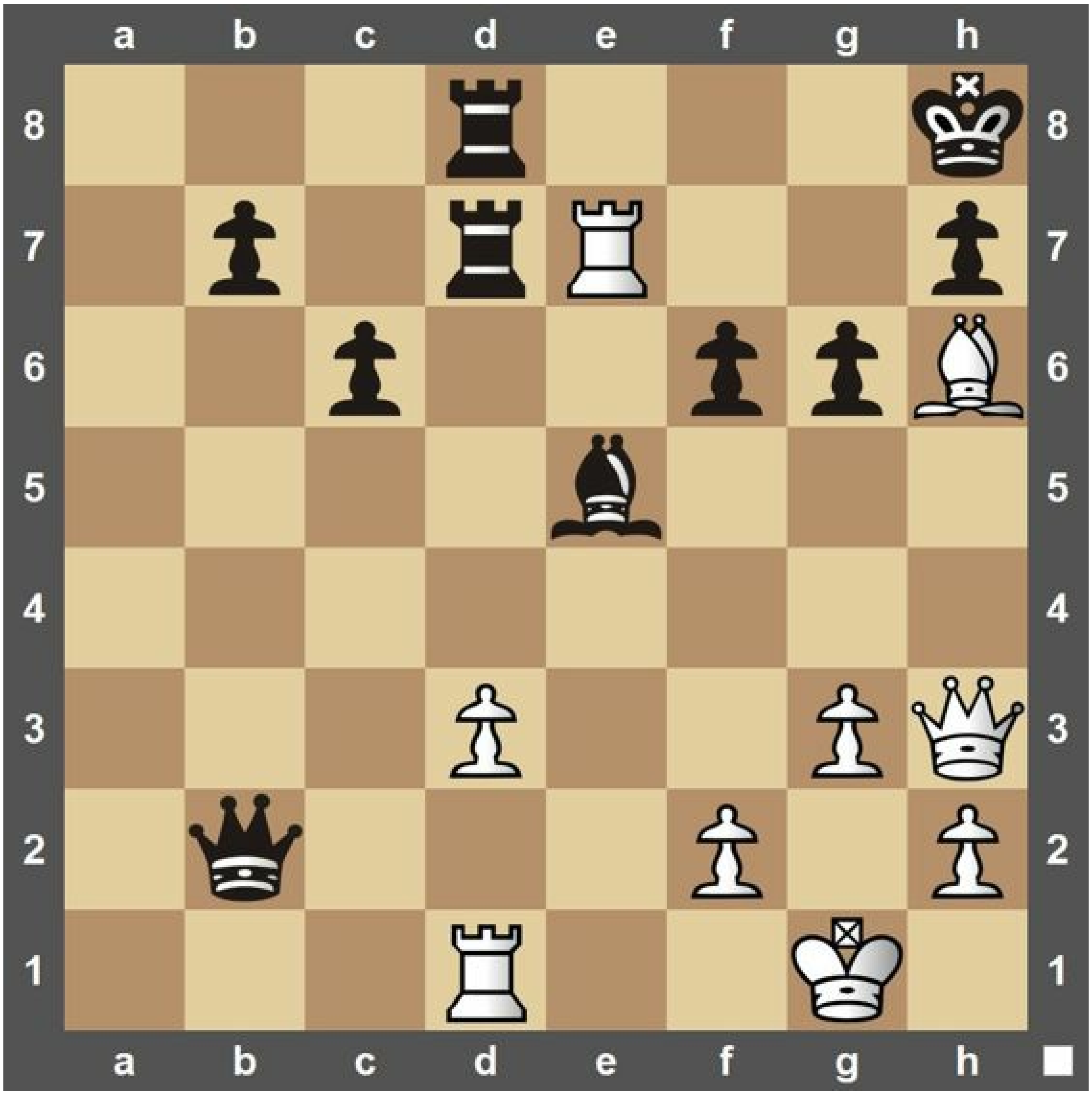

48: 1.Bg7+ Kg8 2.Qe6#

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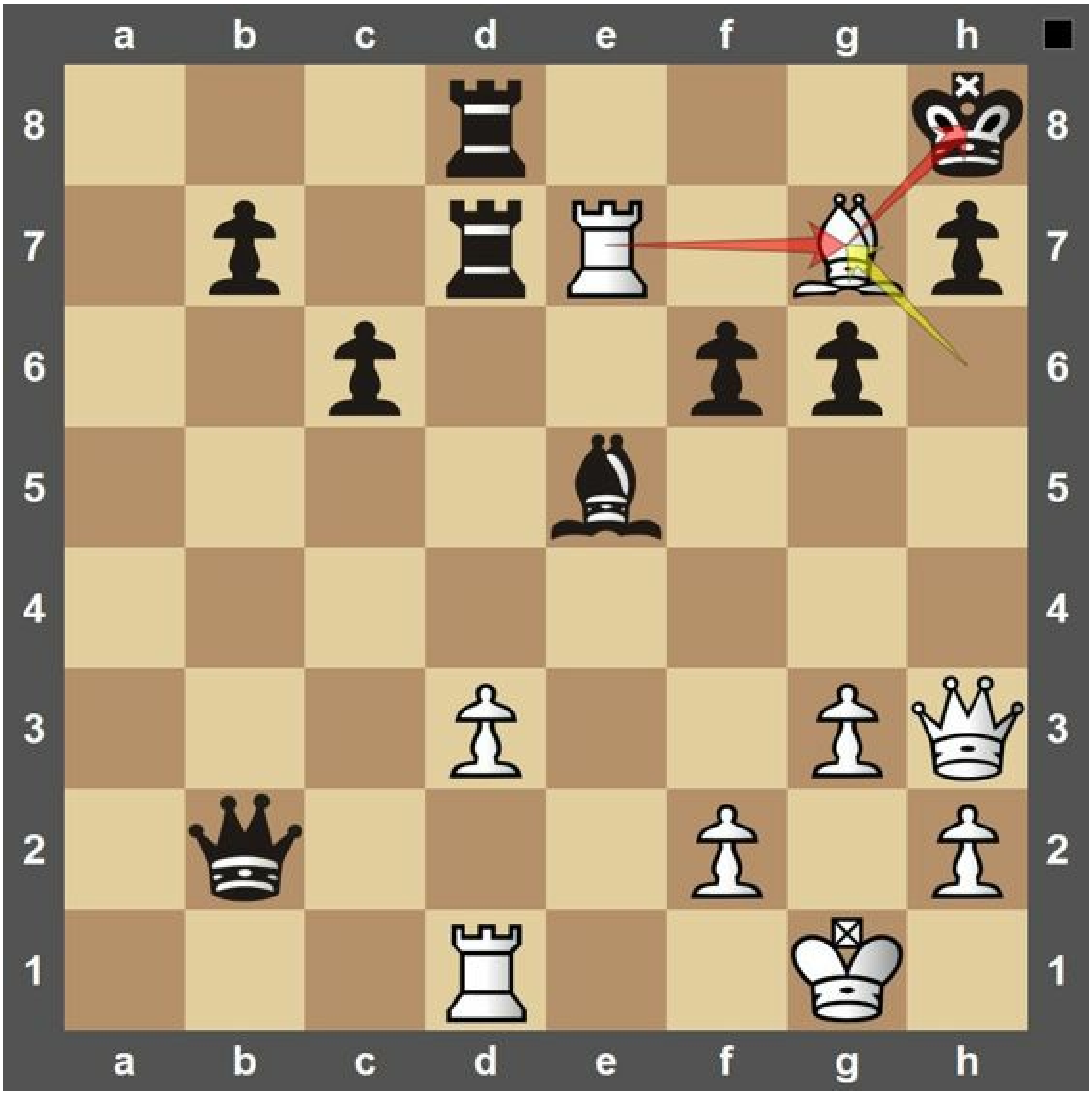

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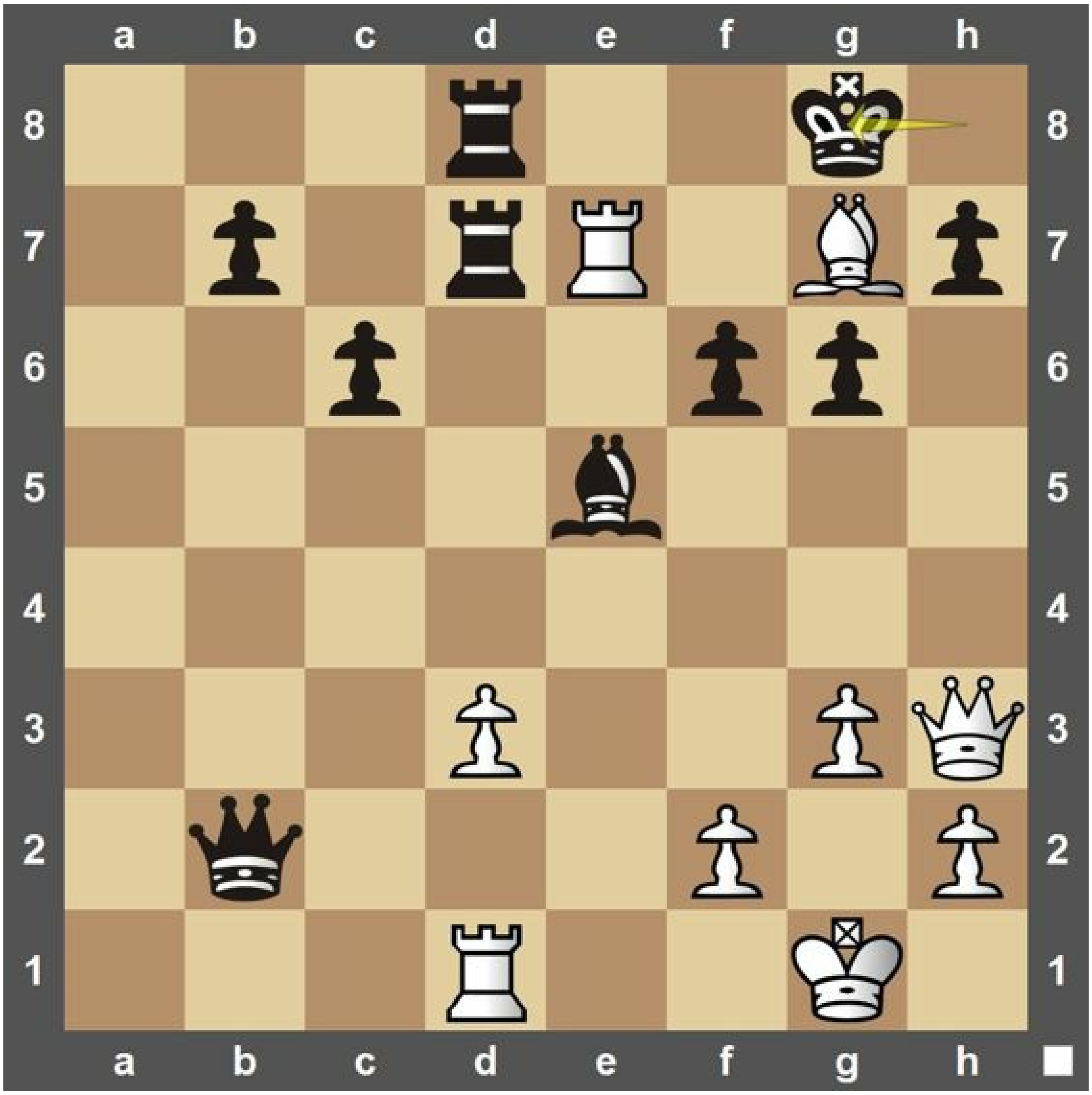
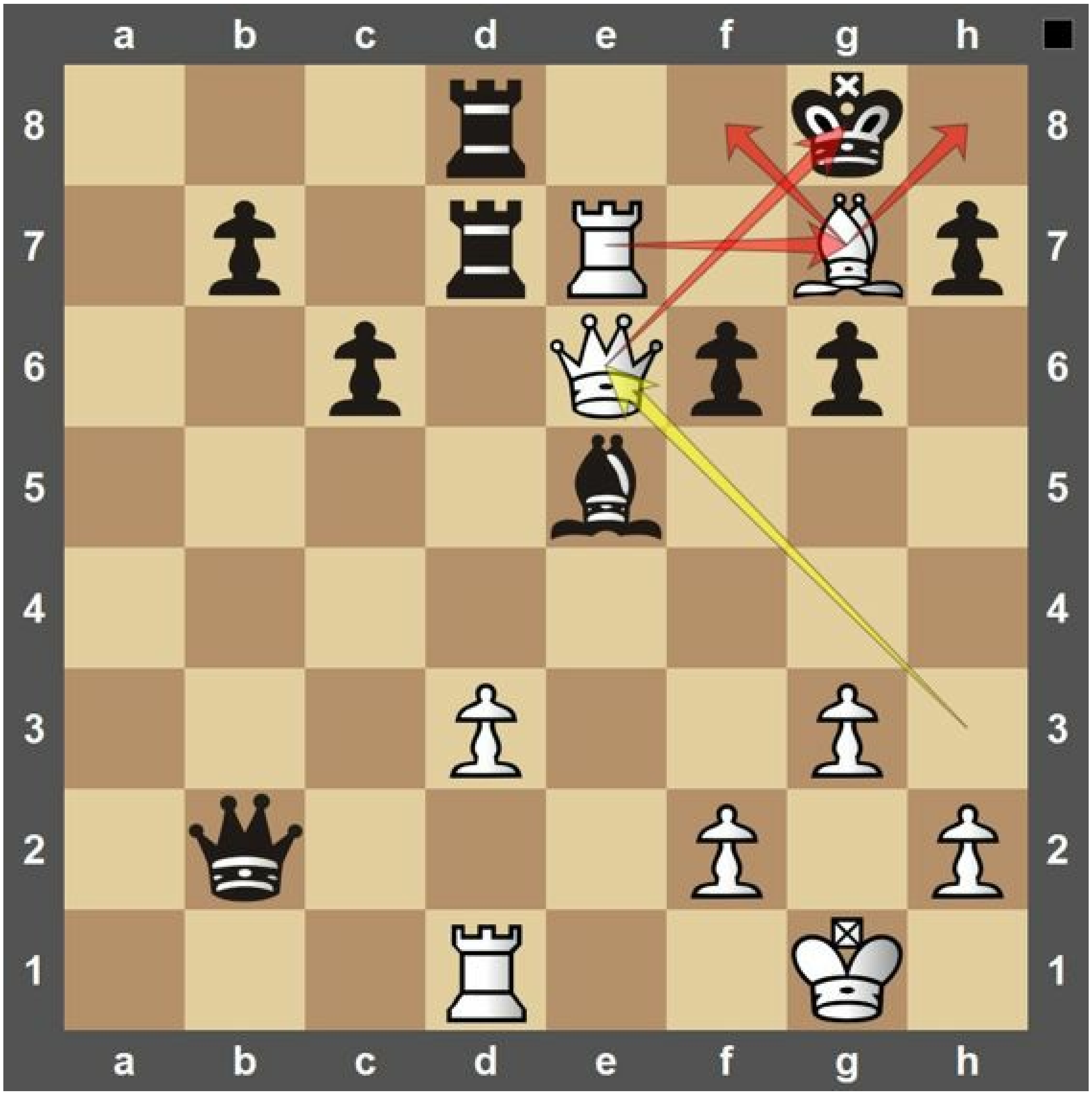
48: **1.Bg7+** Kg8 2.Qe6#



48: **1.Bg7+ Kg8** 2.Qe6#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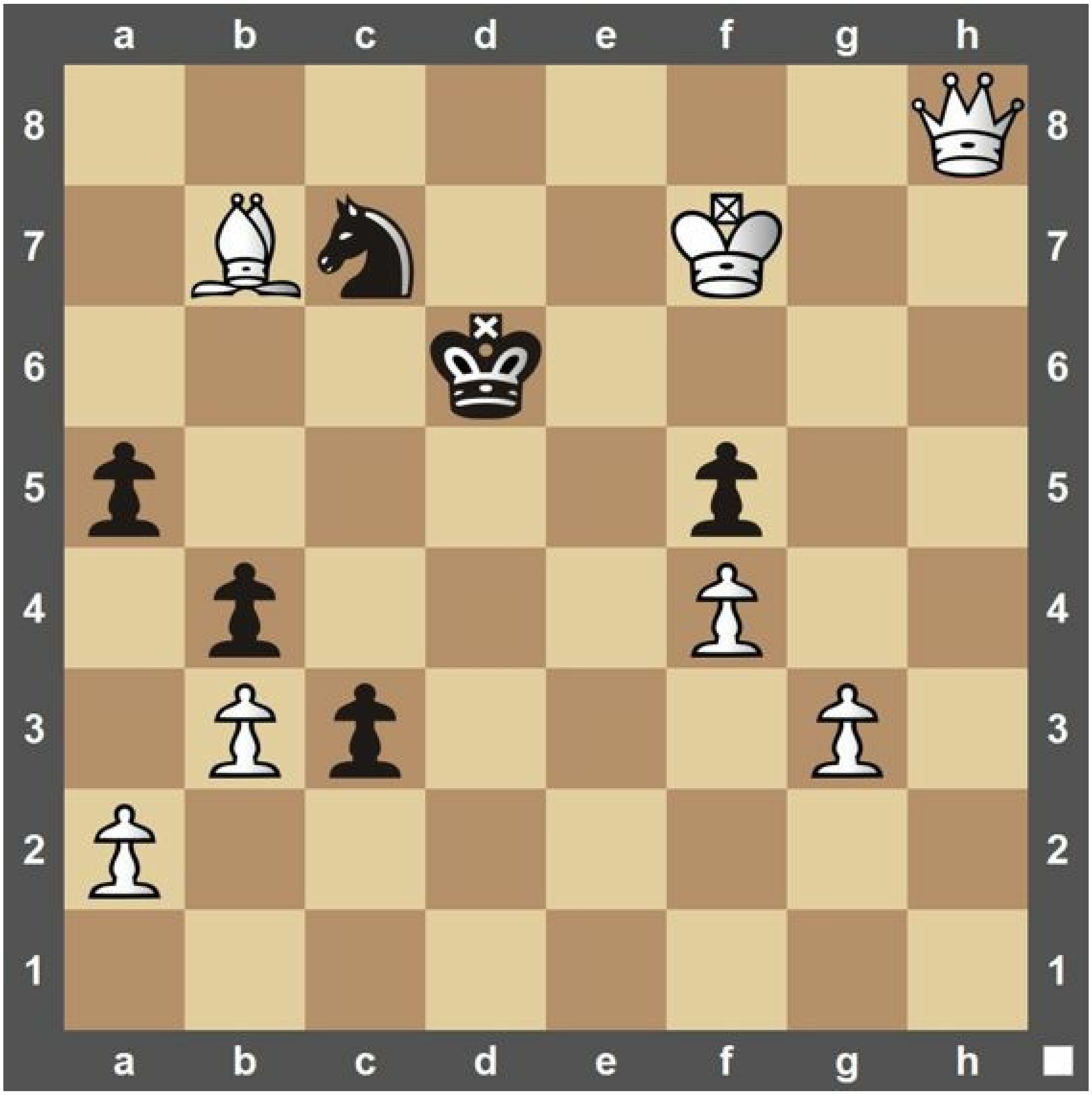
48: **1.Bg7+ Kg8 2.Qe6#**



49: White to move.

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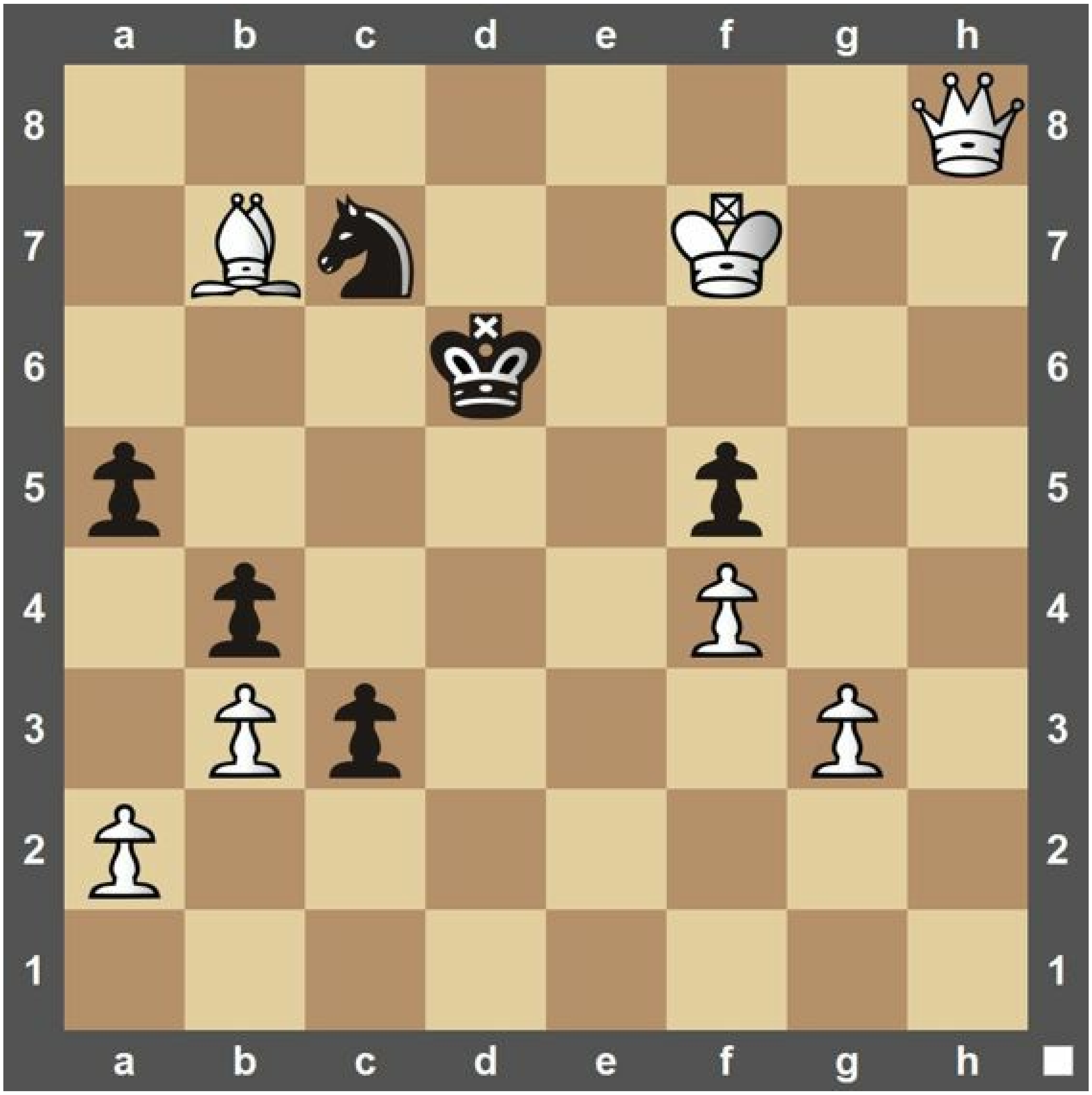
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49: 1.Qe5+ [1.Qf8+ Kd7 2.Qe7#] 1...Kd7 2.Qe7#

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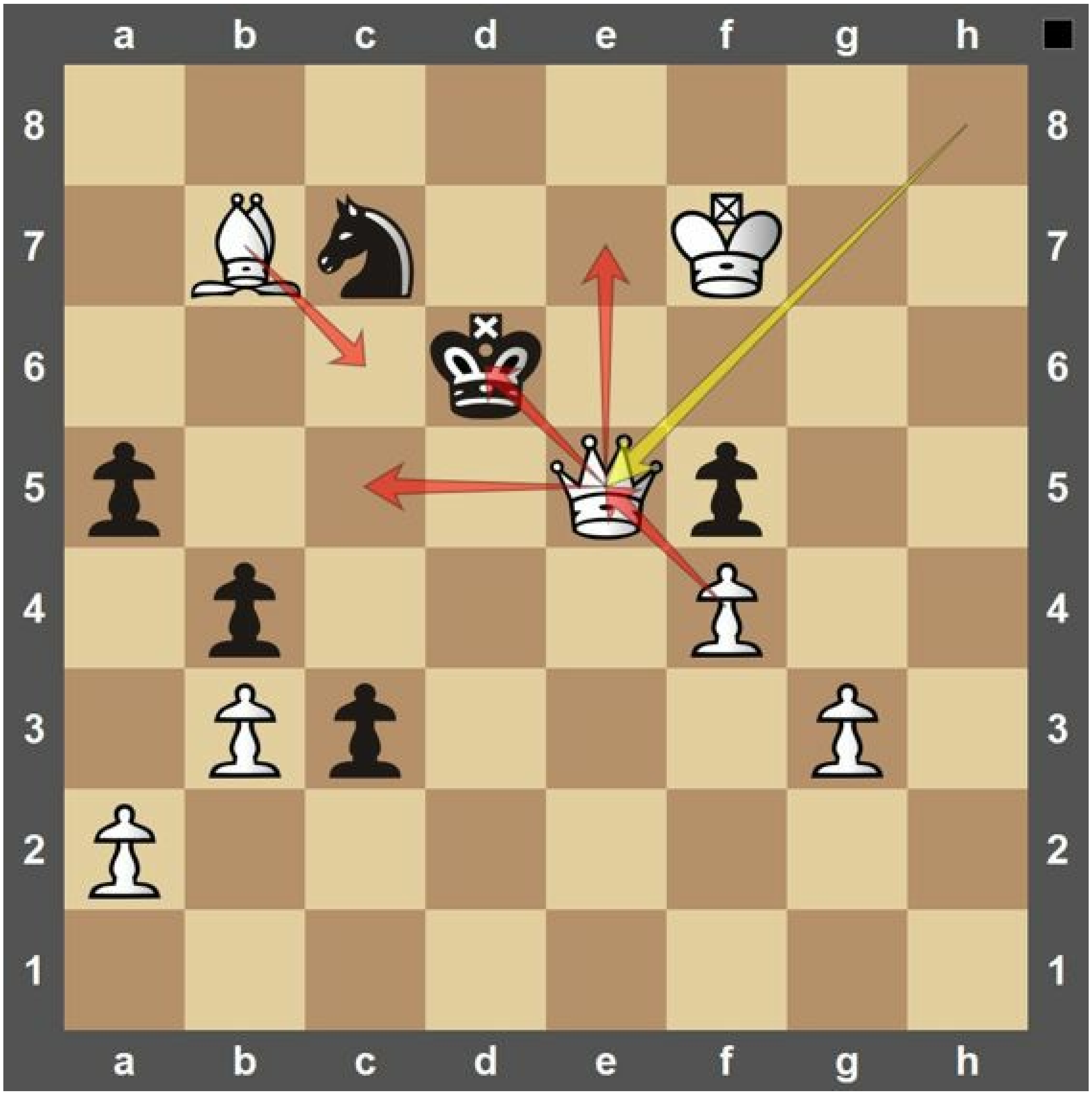
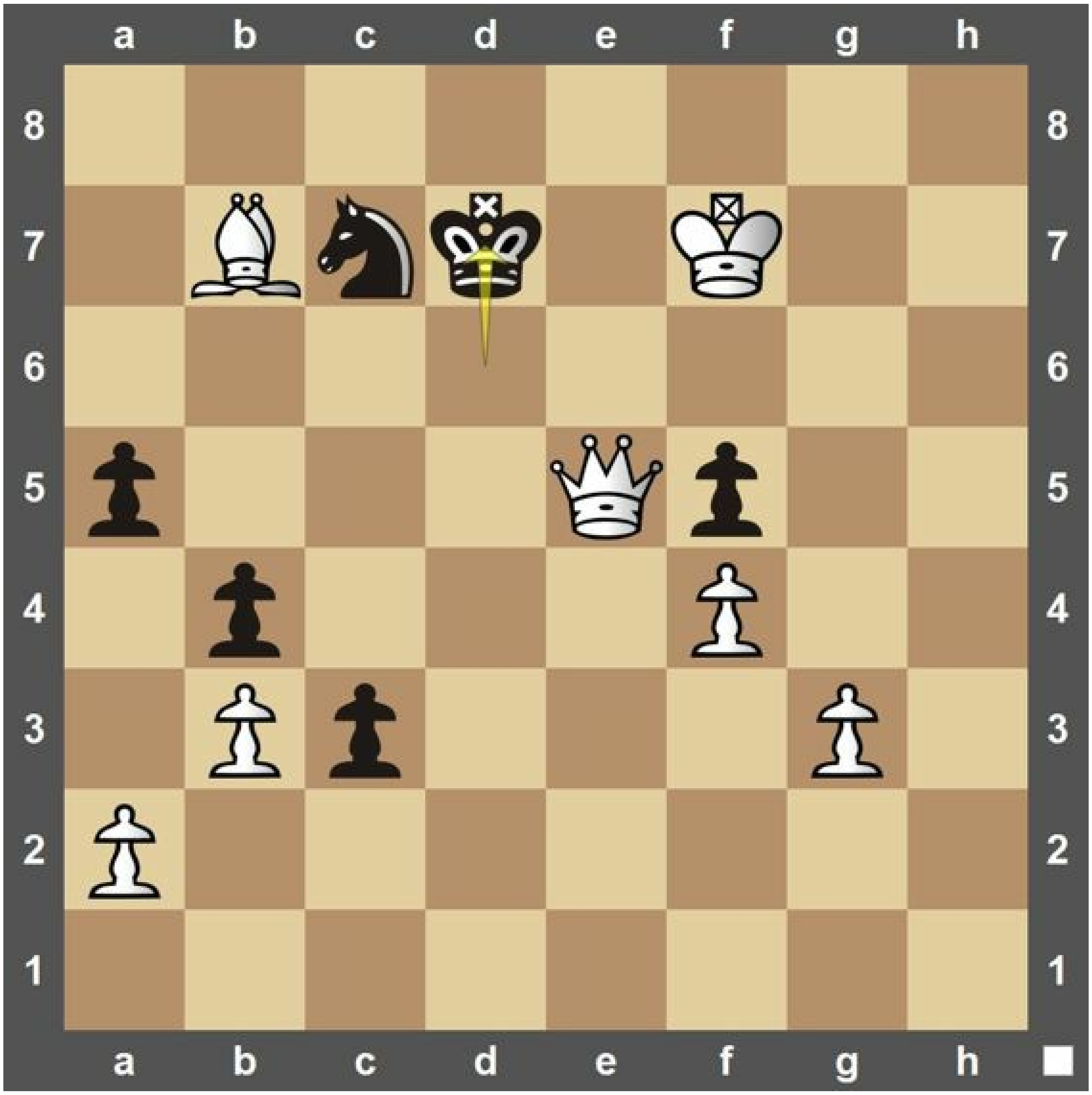
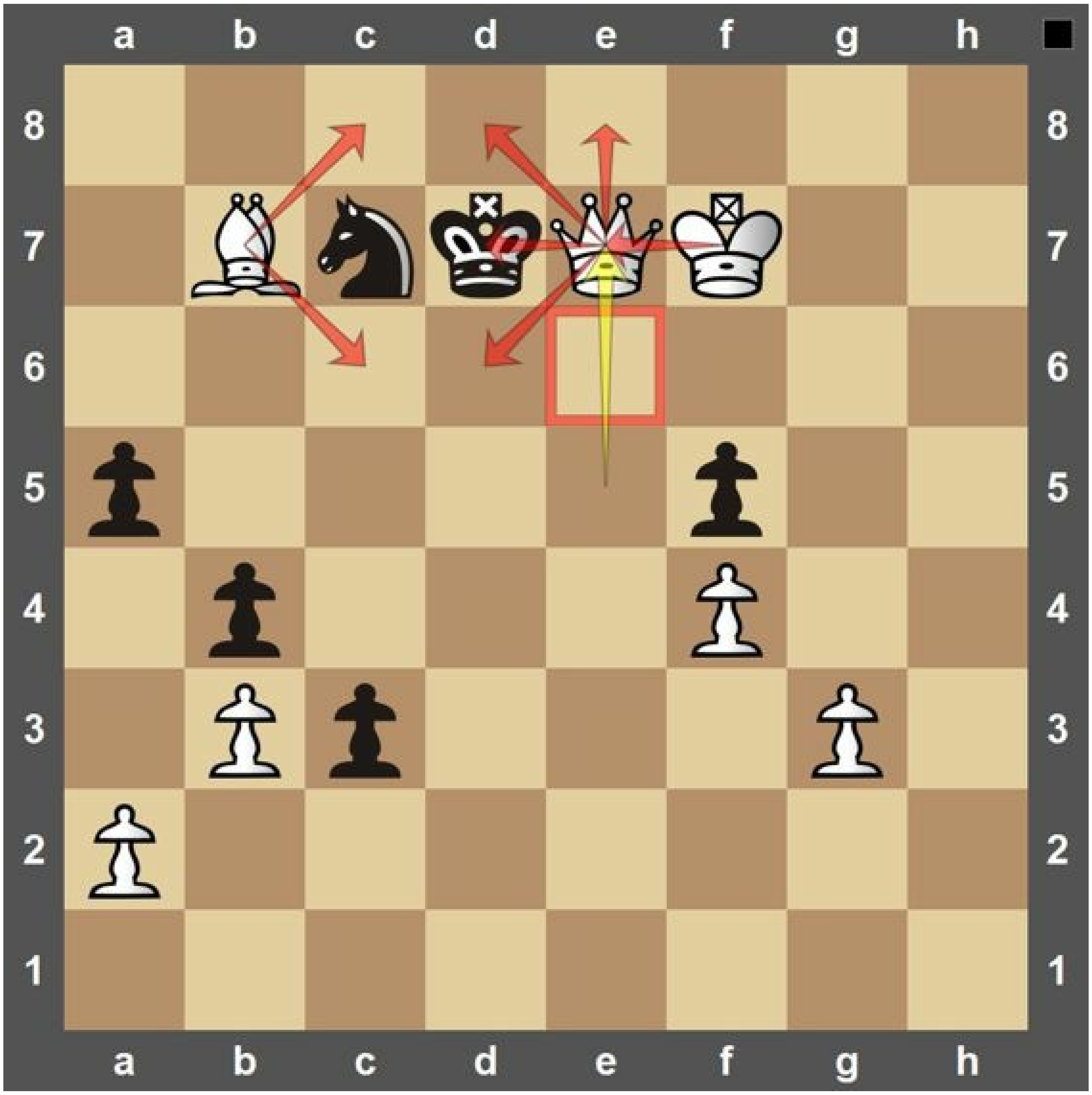


49: **1.Qe5+** [1.Qf8+ Kd7 2.Qe7#] 1...Kd7 2.Qe7#



49: **1.Qe5+** [1.Qf8+ Kd7 2.Qe7#] **1...Kd7** 2.Qe7#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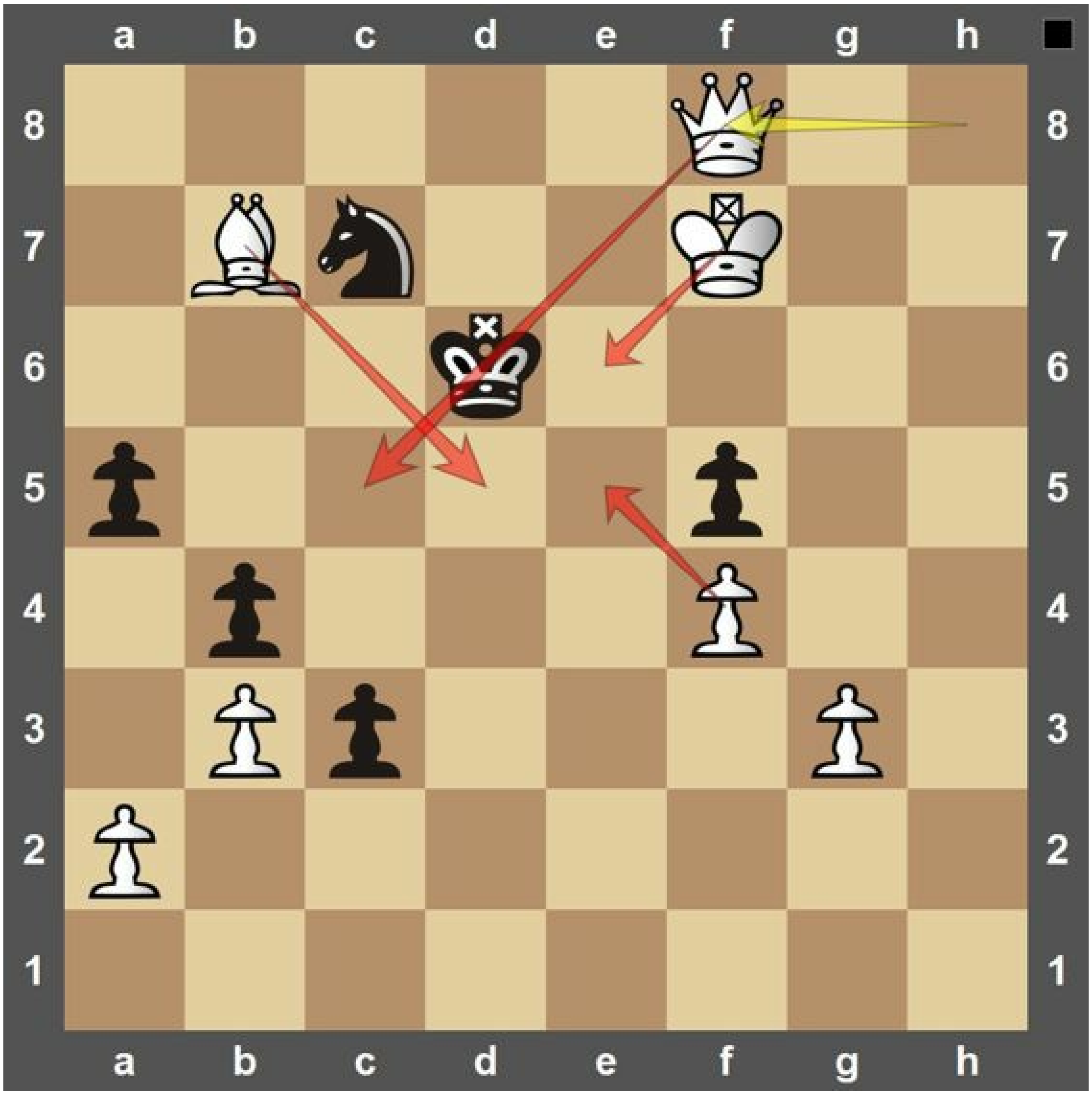
49: **1.Qe5+** [1.Qf8+ Kd7 2.Qe7#] **1...Kd7 2.Qe7#**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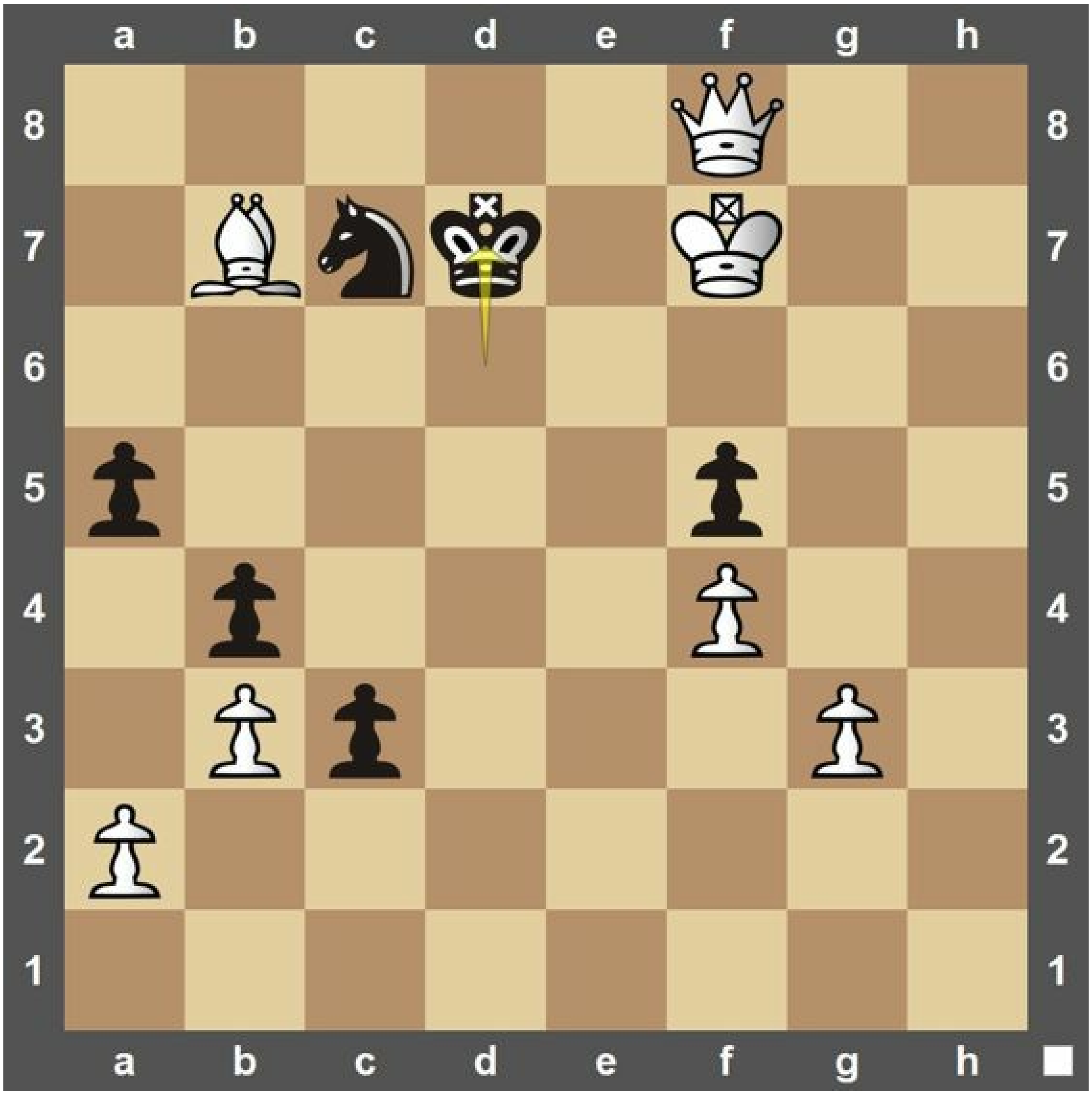
49: 1.Qe5+ [**1.Qf8+** Kd7 2.Qe7#] 1...Kd7 2.Qe7#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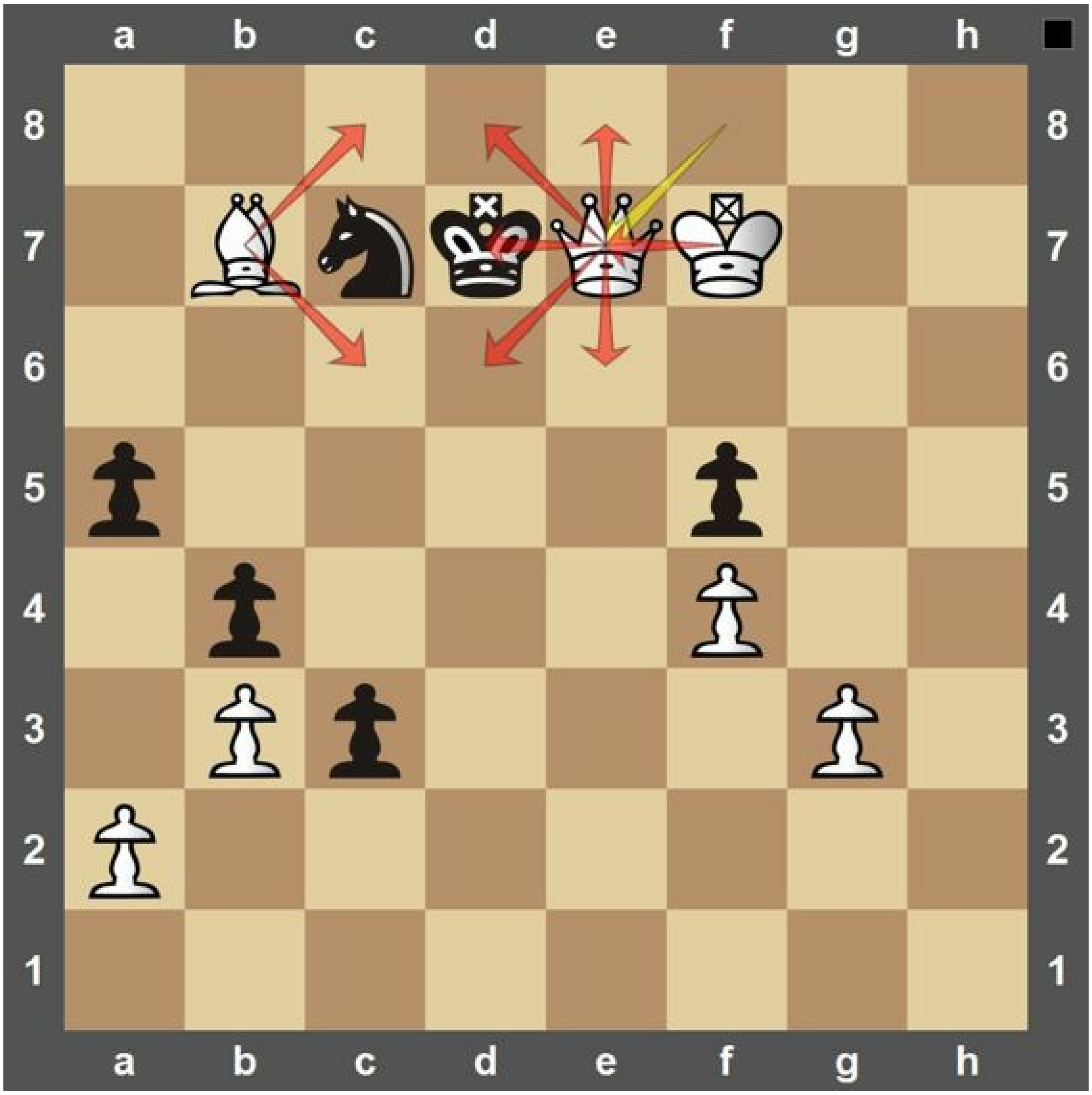
49: 1.Qe5+ [**1.Qf8+ Kd7** 2.Qe7#] 1...Kd7 2.Qe7#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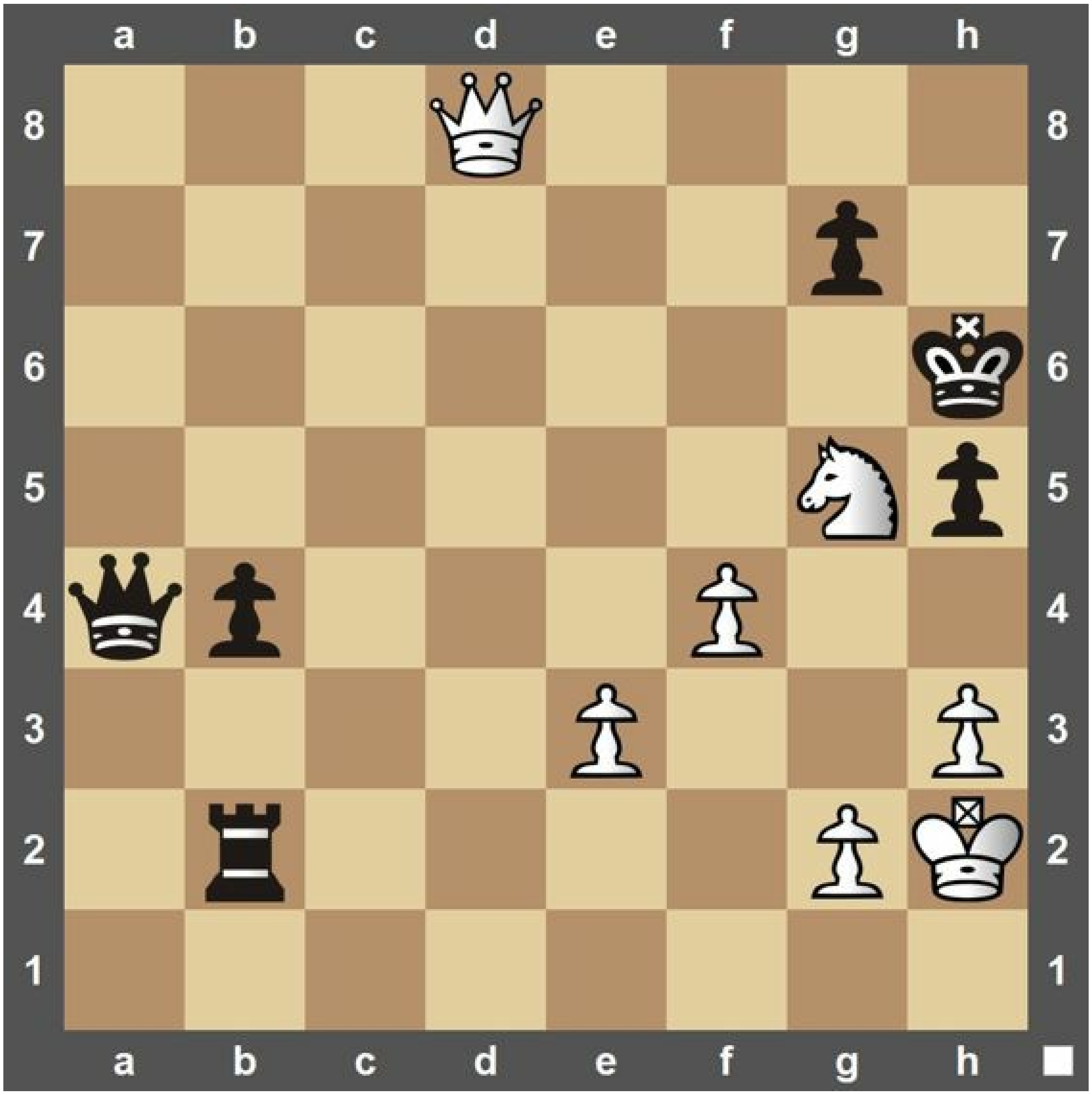
49: 1.Qe5+ [**1.Qf8+ Kd7 2.Qe7#**] 1...Kd7 2.Qe7#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50: White to move.

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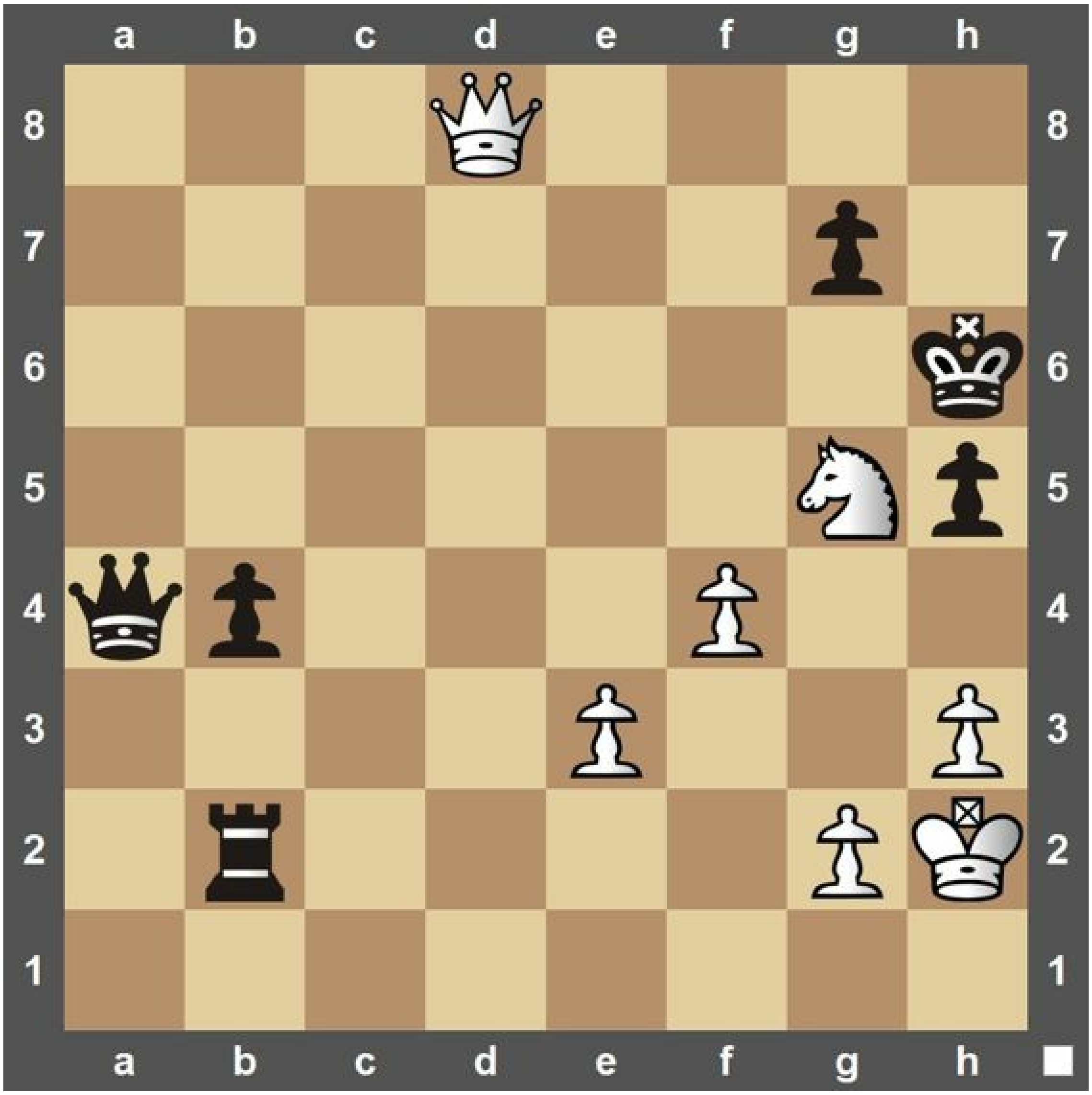
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50: 1.Qd6+ g6 2.Qf8#

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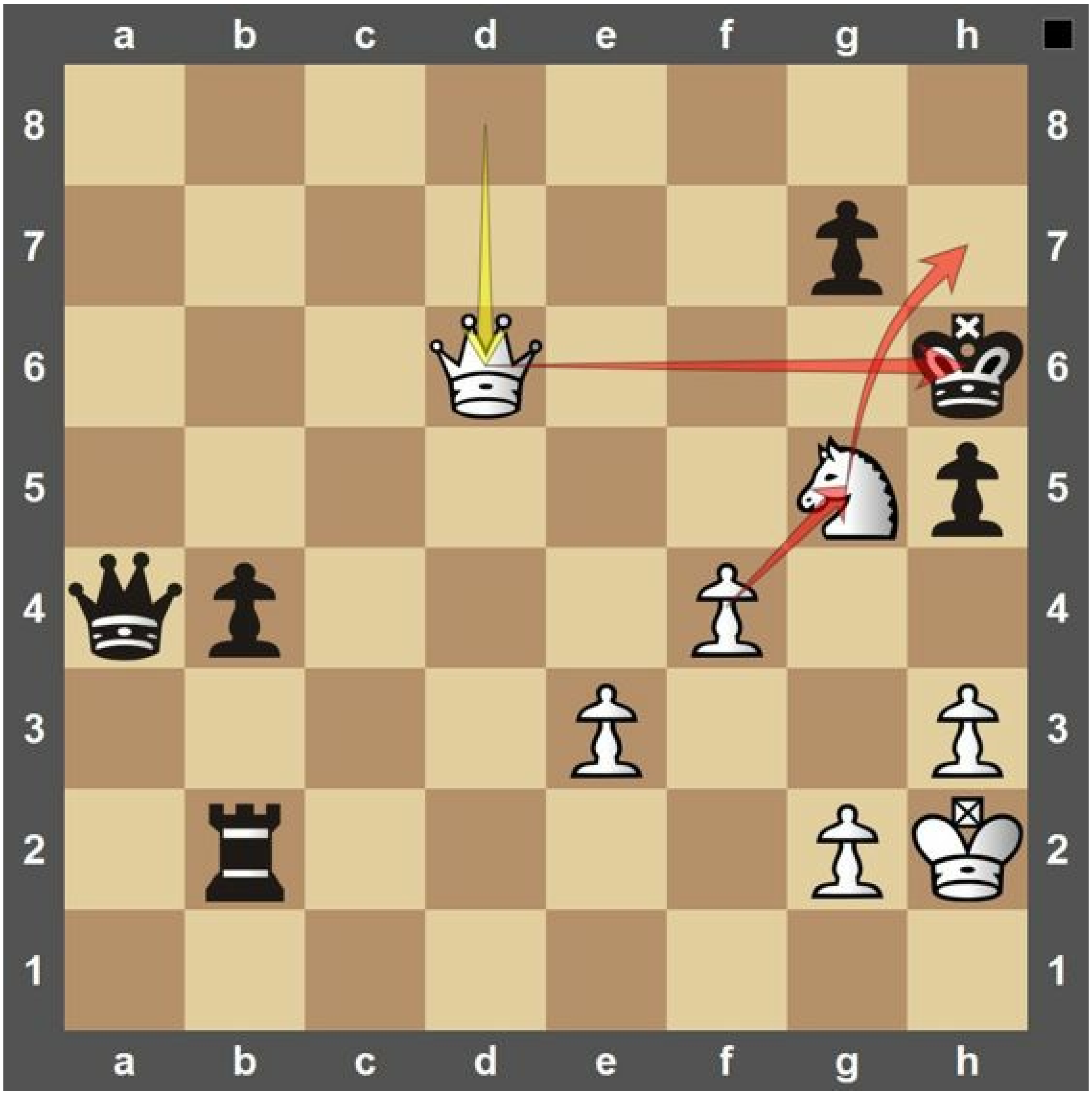
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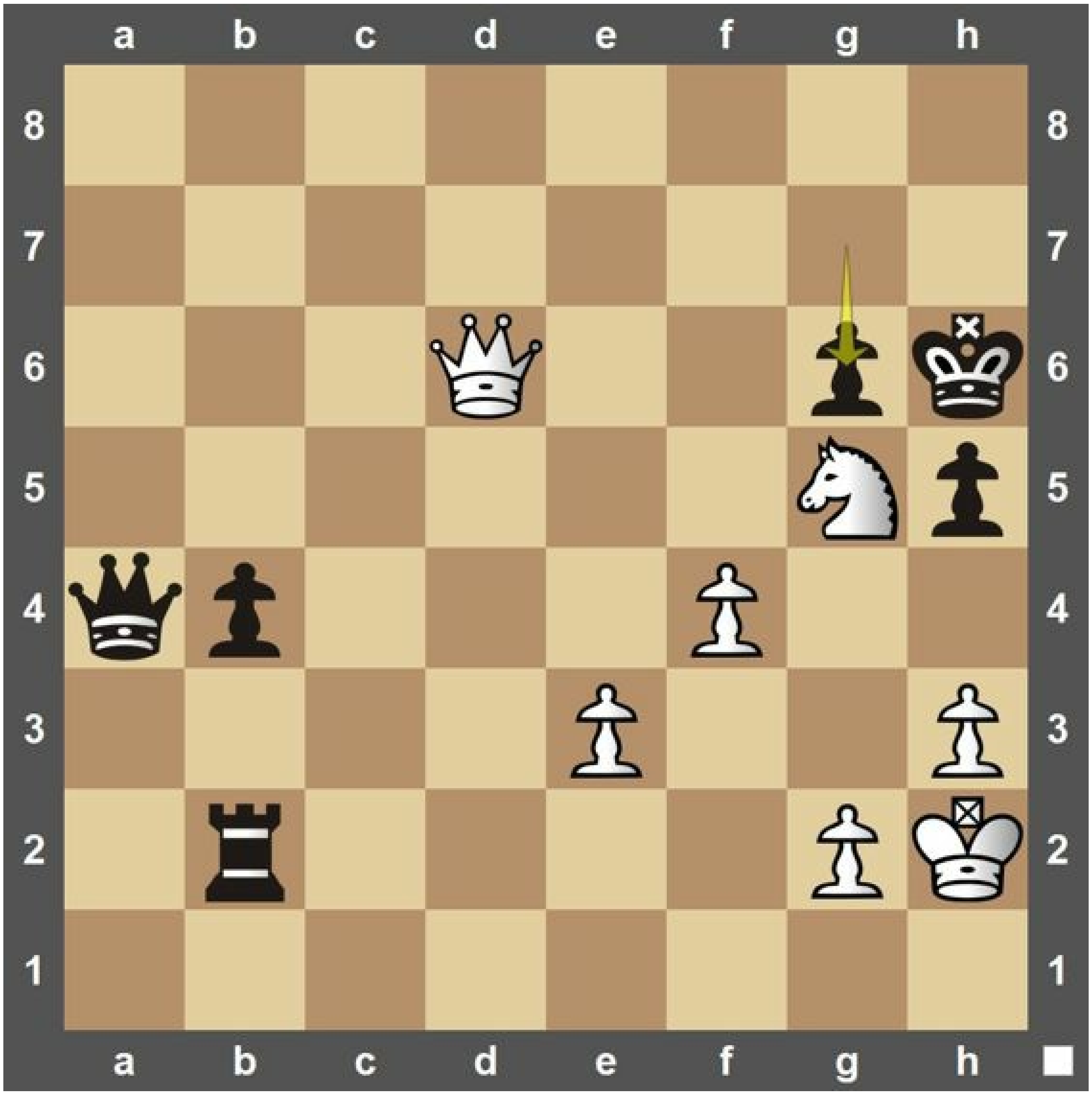
50: **1.Qd6+** g6 2.Qf8#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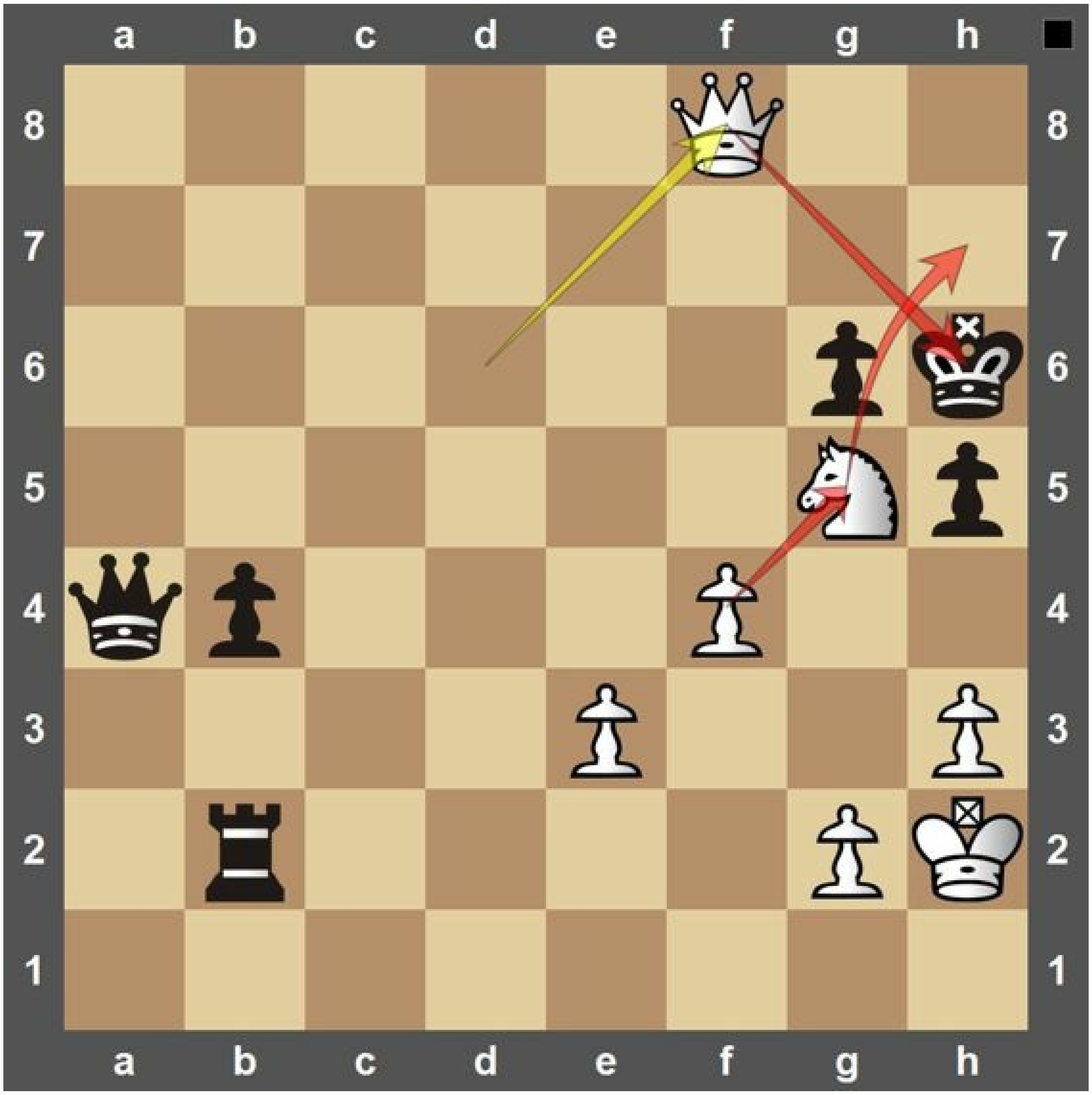
50: **1.Qd6+ g6** 2.Qf8#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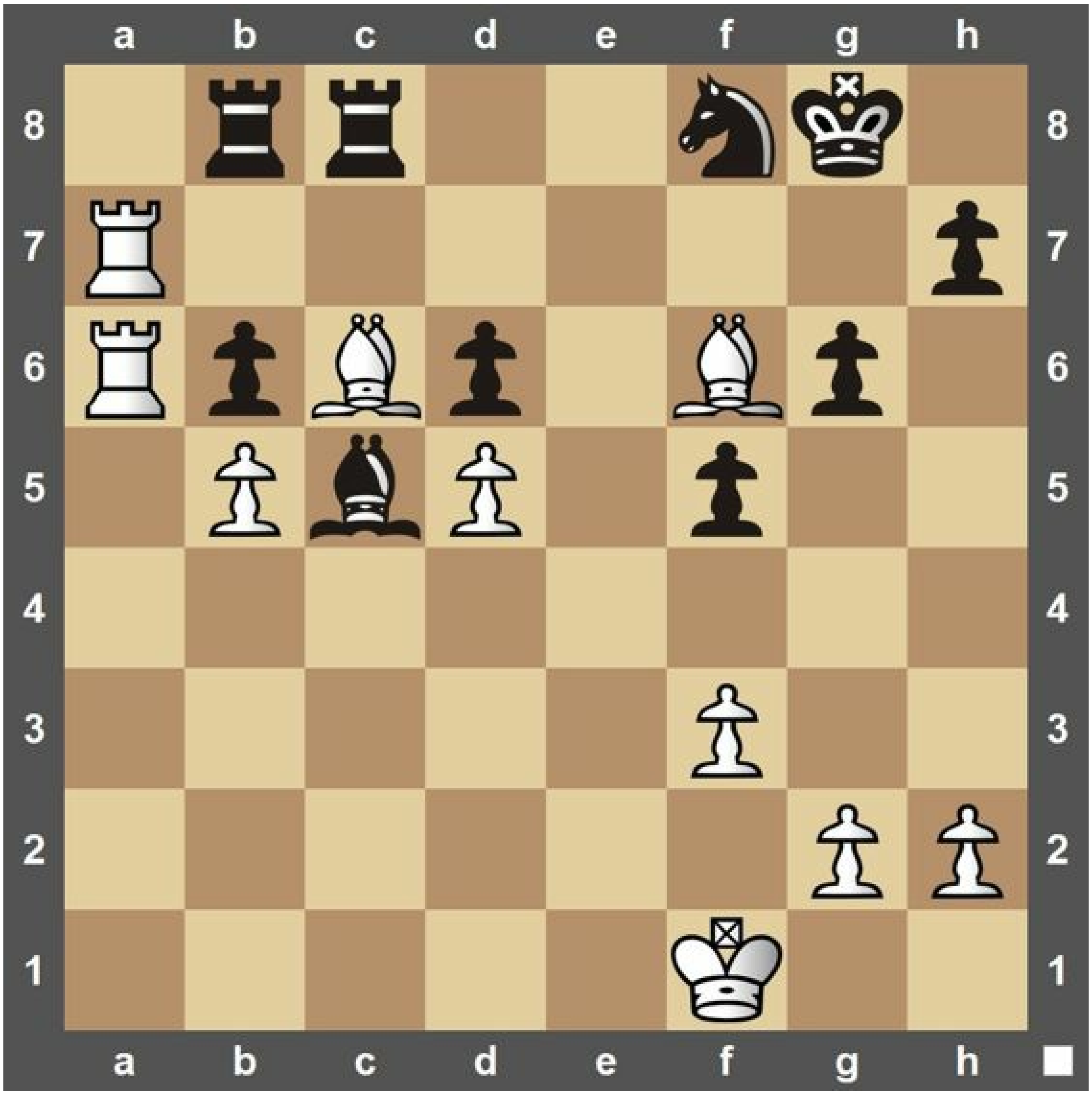
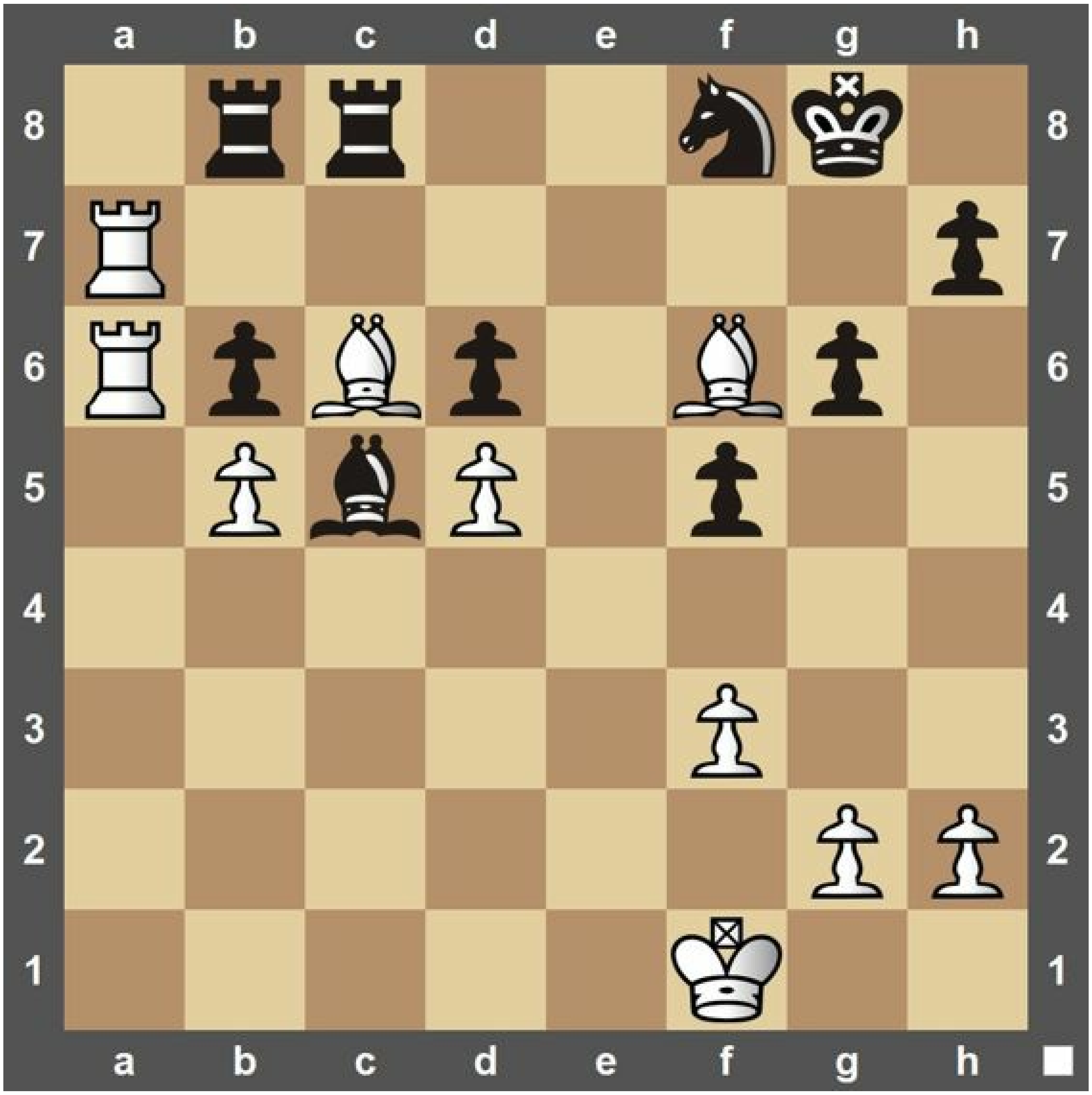
50: **1.Qd6+ g6 2.Qf8#**



51: White to move.

[Back] [Next]


a b c d e f g h
8 7 6 5 4 3 2 1

51: 1.Rg7+ Kh8 2.Rxg6#

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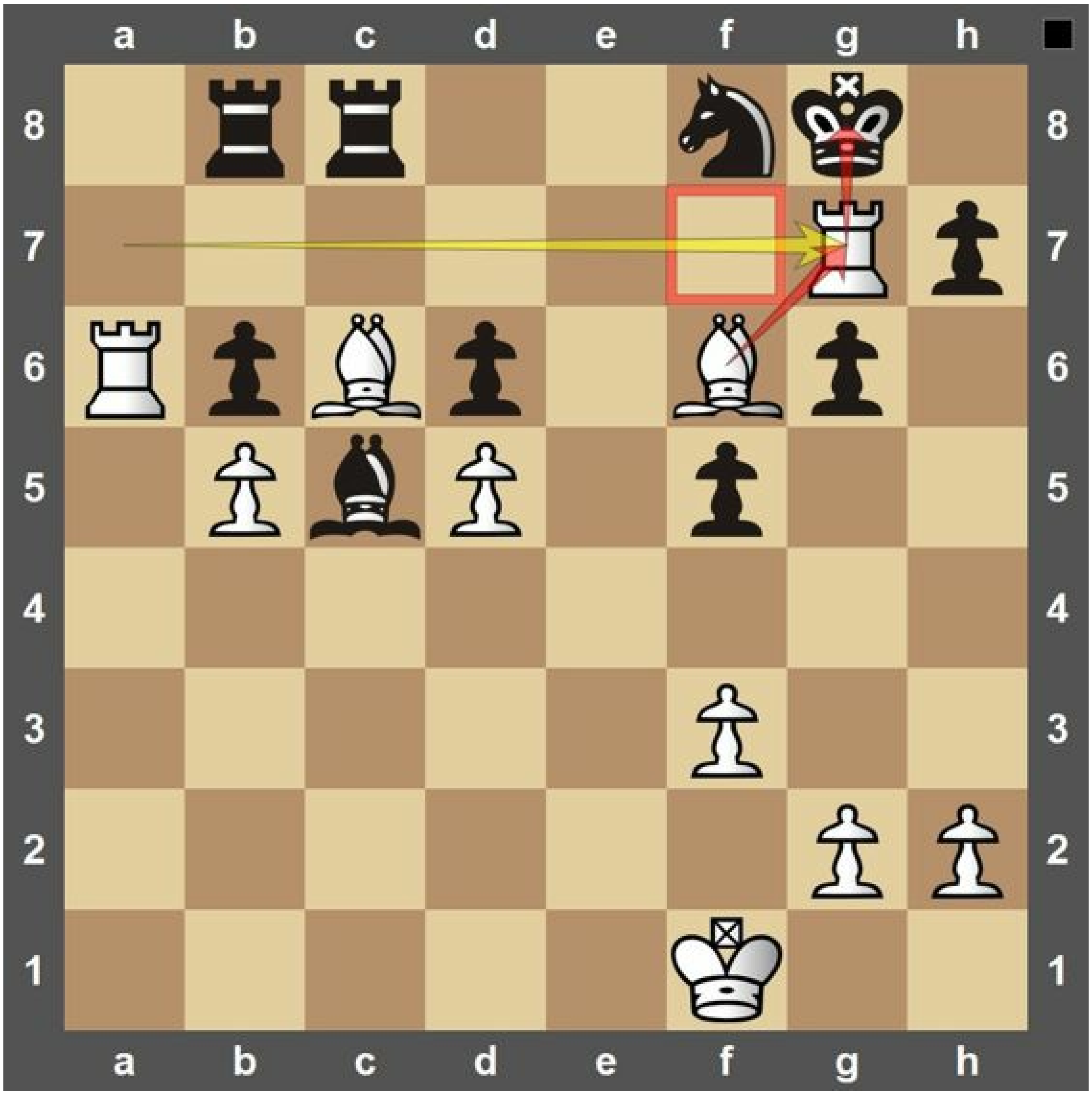
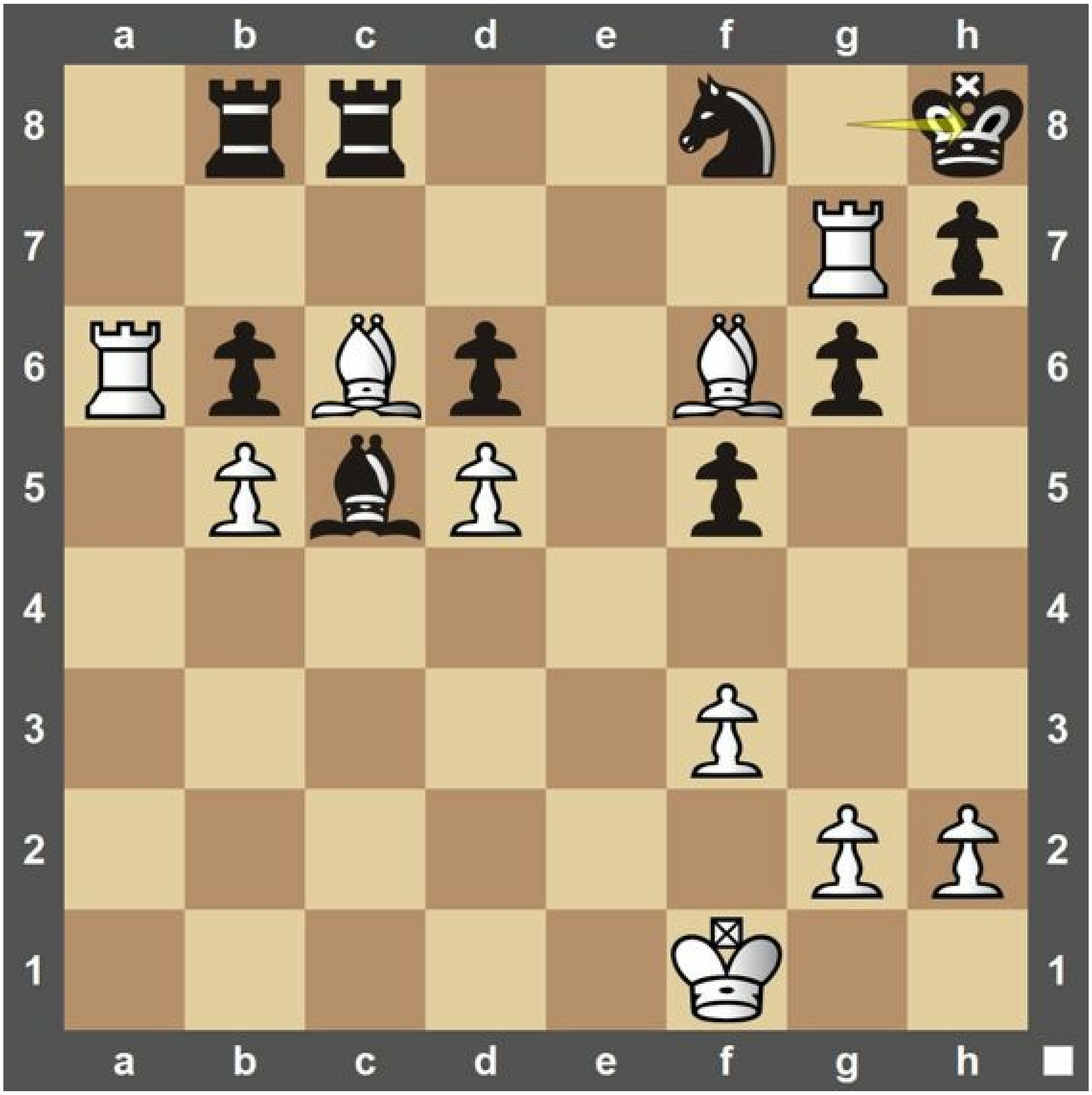


51: **1.Rg7+** Kh8 2.Rxg6#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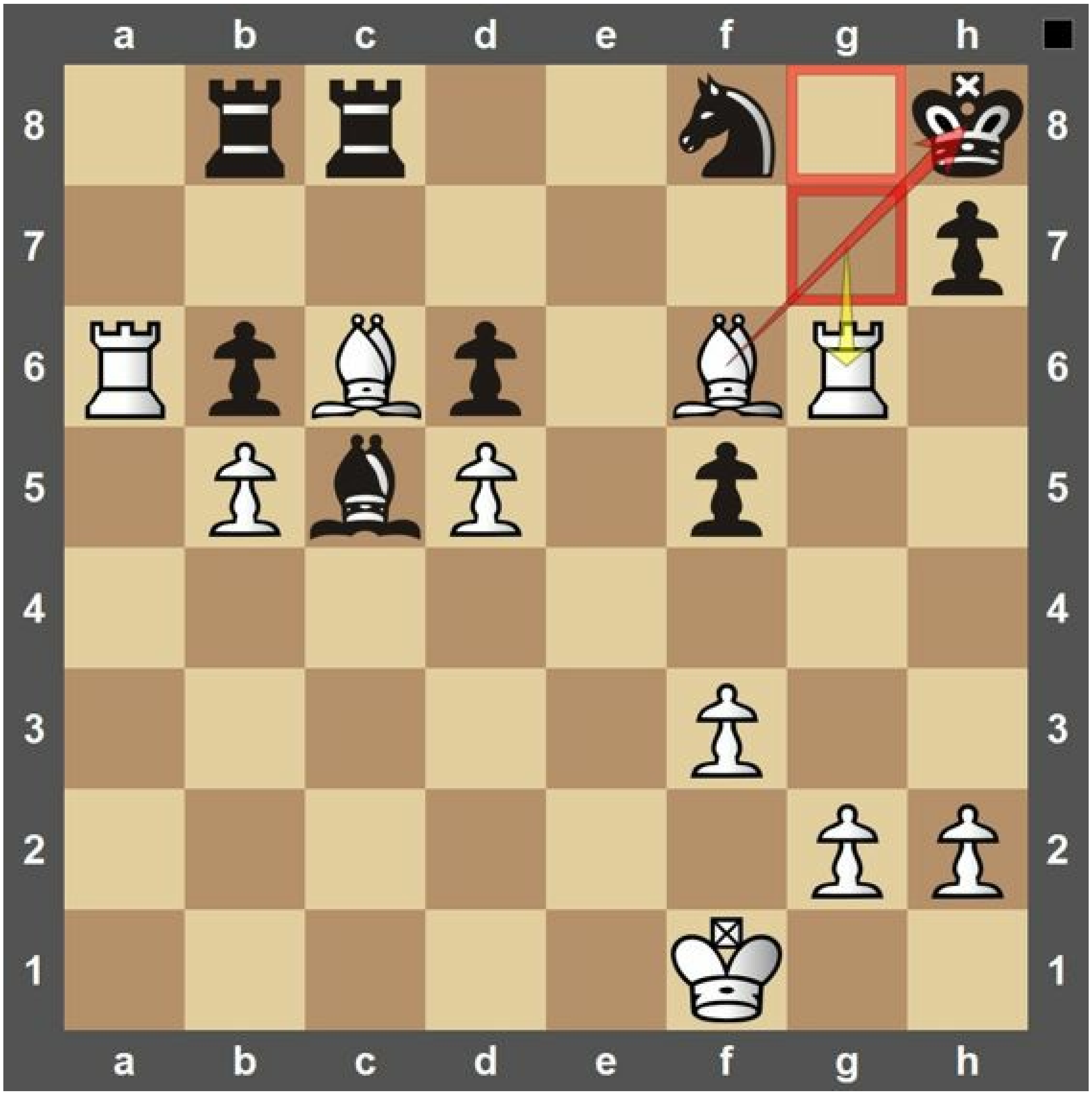
51: **1.Rg7+ Kh8** 2.Rxg6#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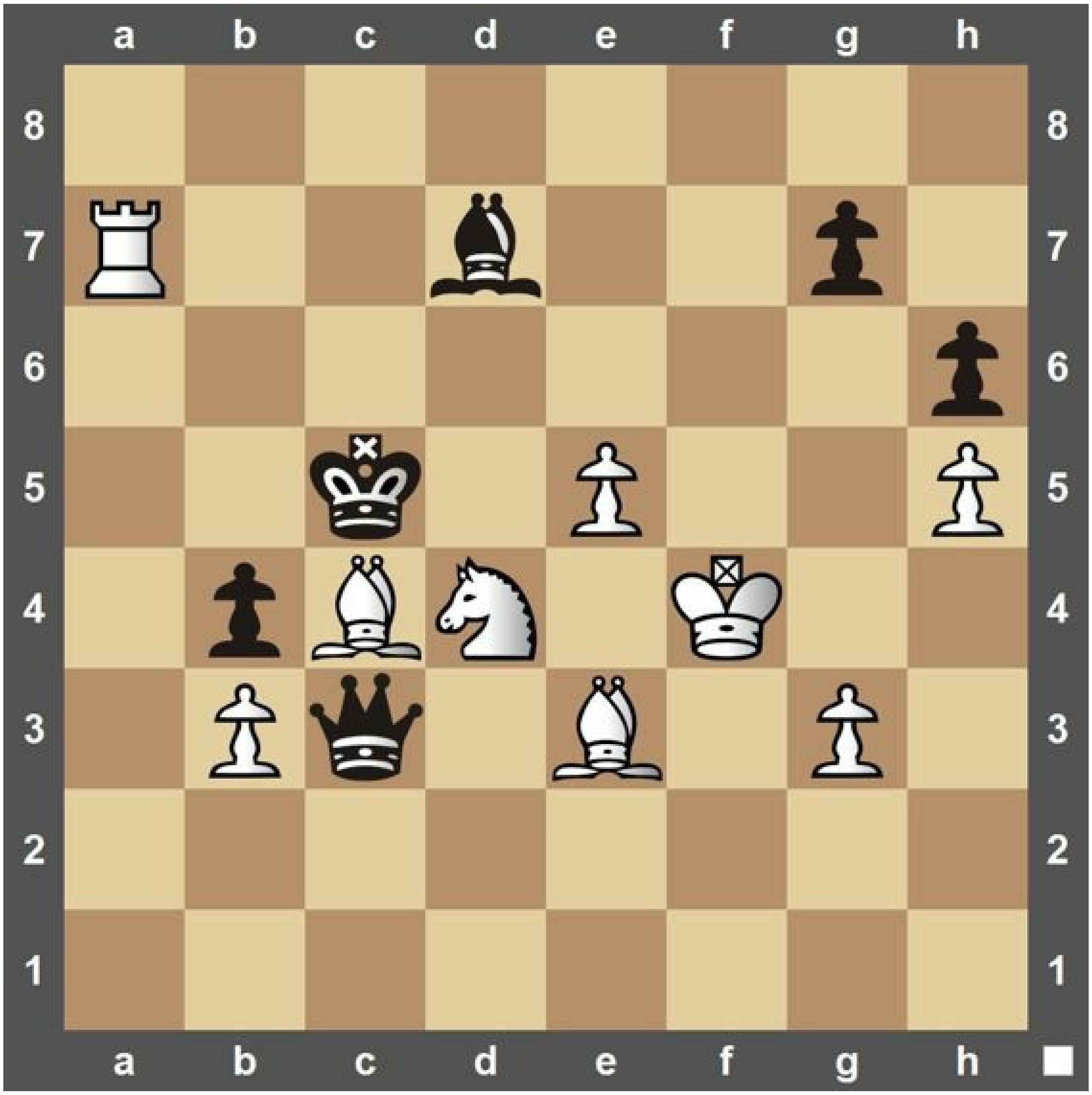
51: **1.Rg7+ Kh8 2.Rxg6#**



52: White to move.

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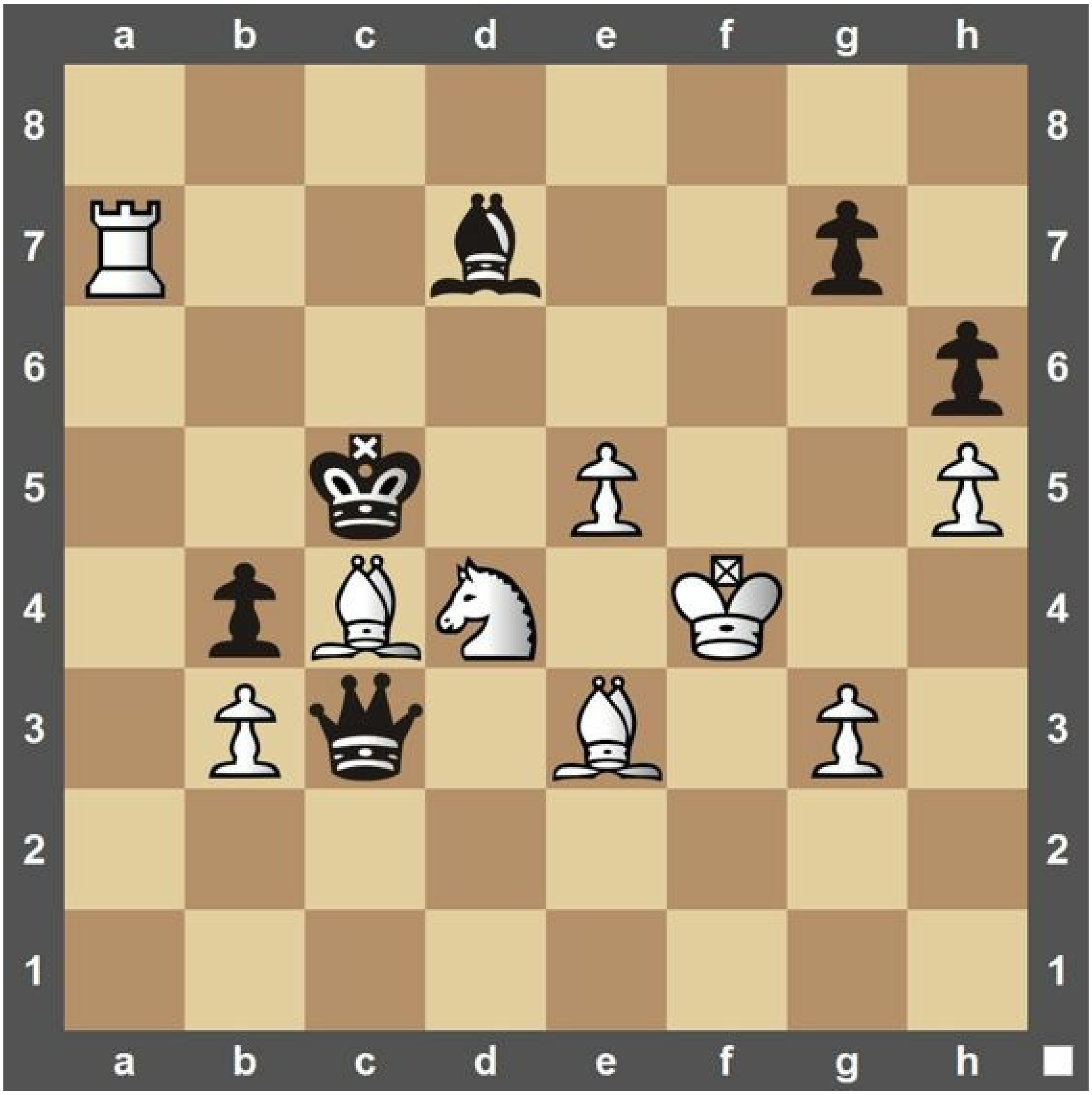
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52: 1.Ne6+ Kc6 2.Rc7# [2.Nd8#]

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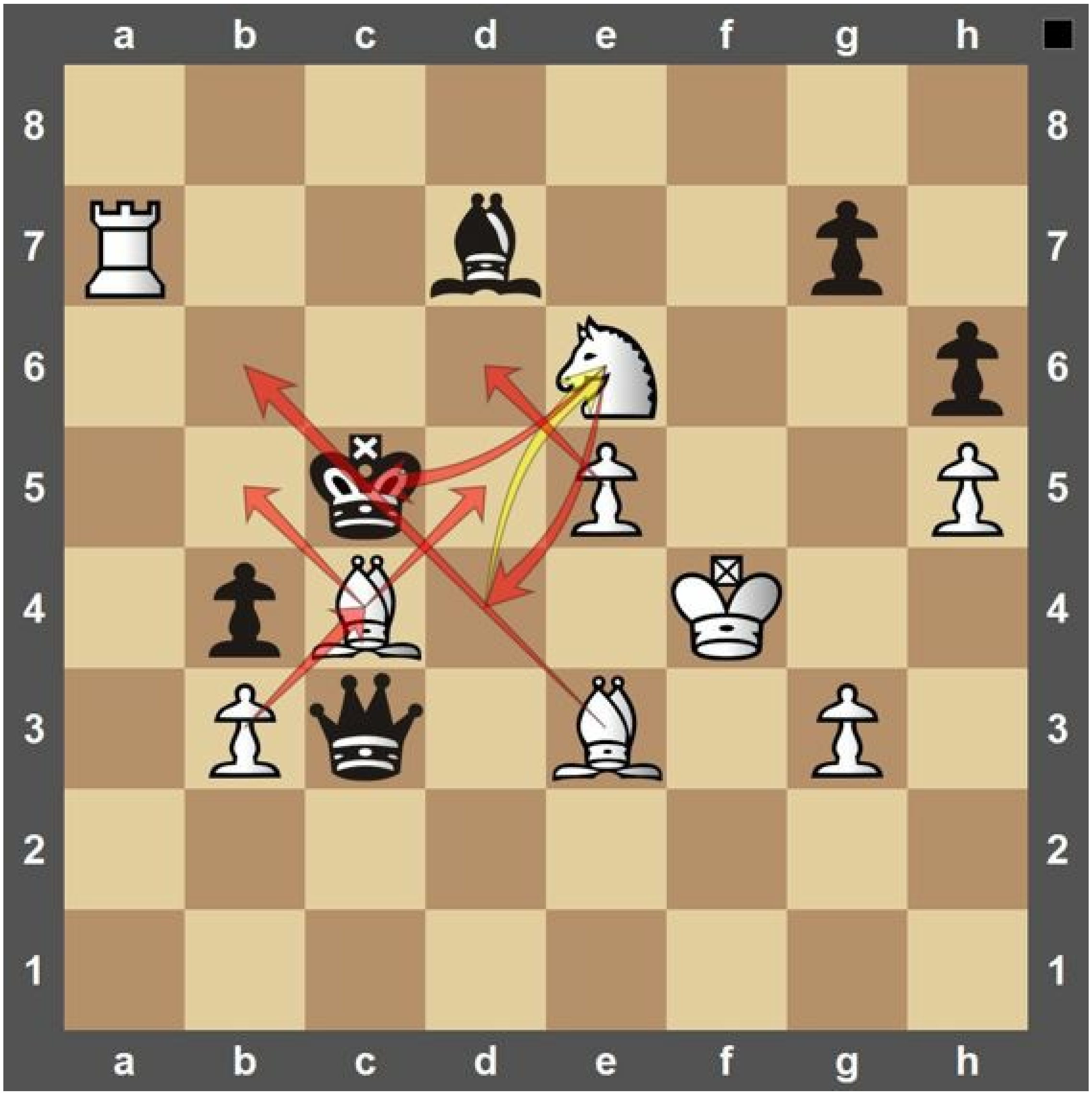
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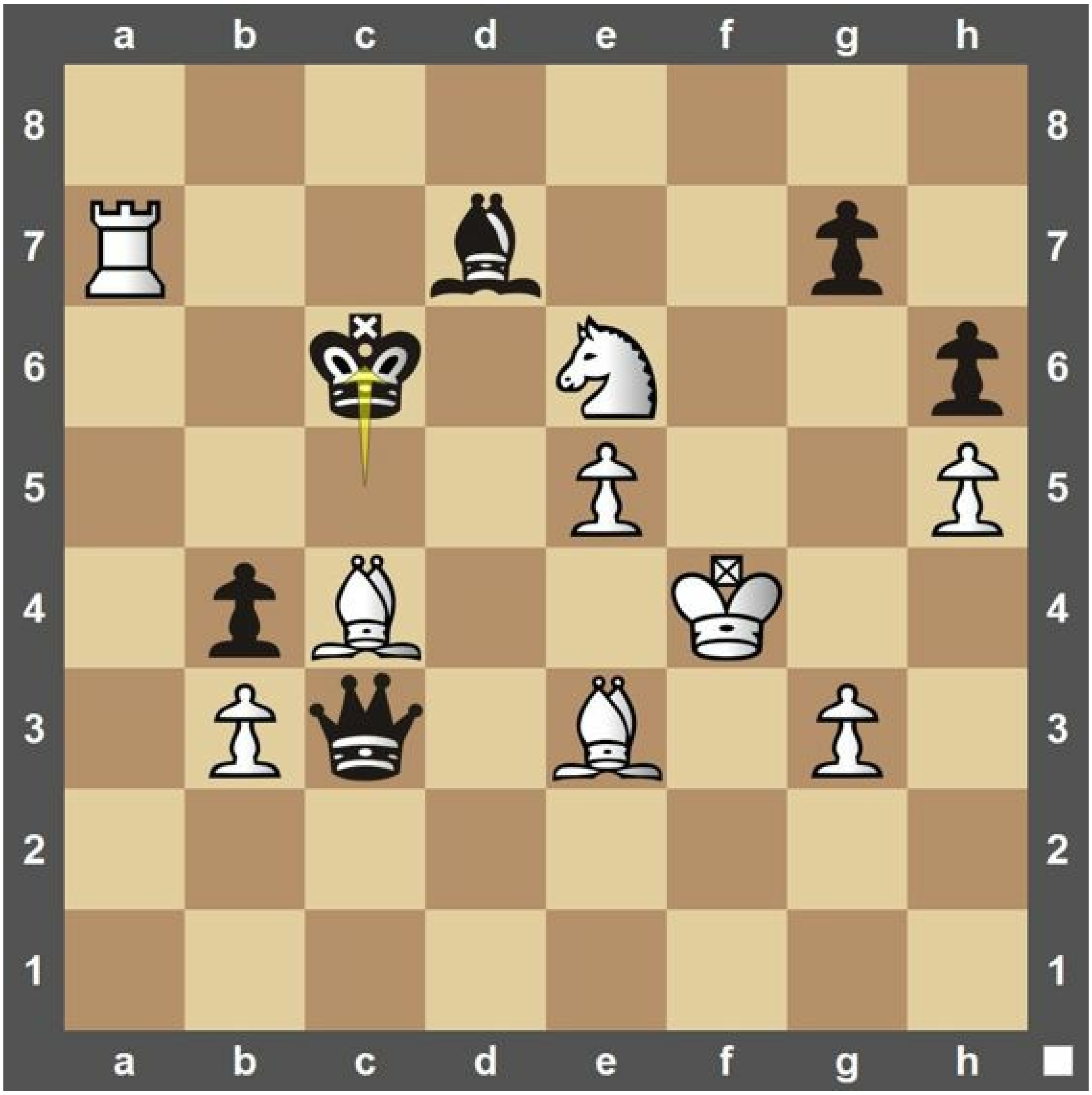
52: **1.Ne6+** Kc6 2.Rc7# [2.Nd8#]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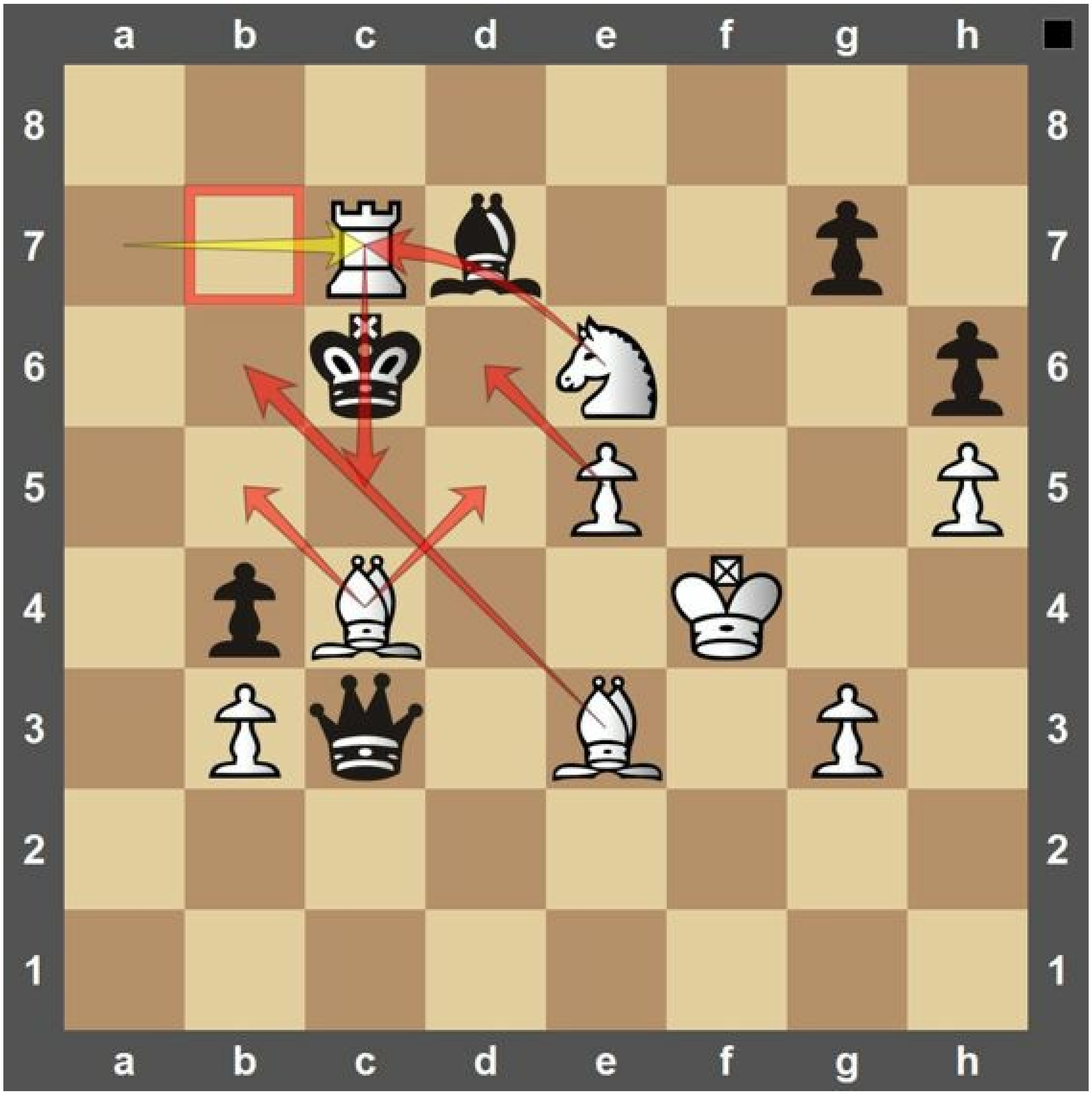
52: **1.Ne6+ Kc6** 2.Rc7# [2.Nd8#]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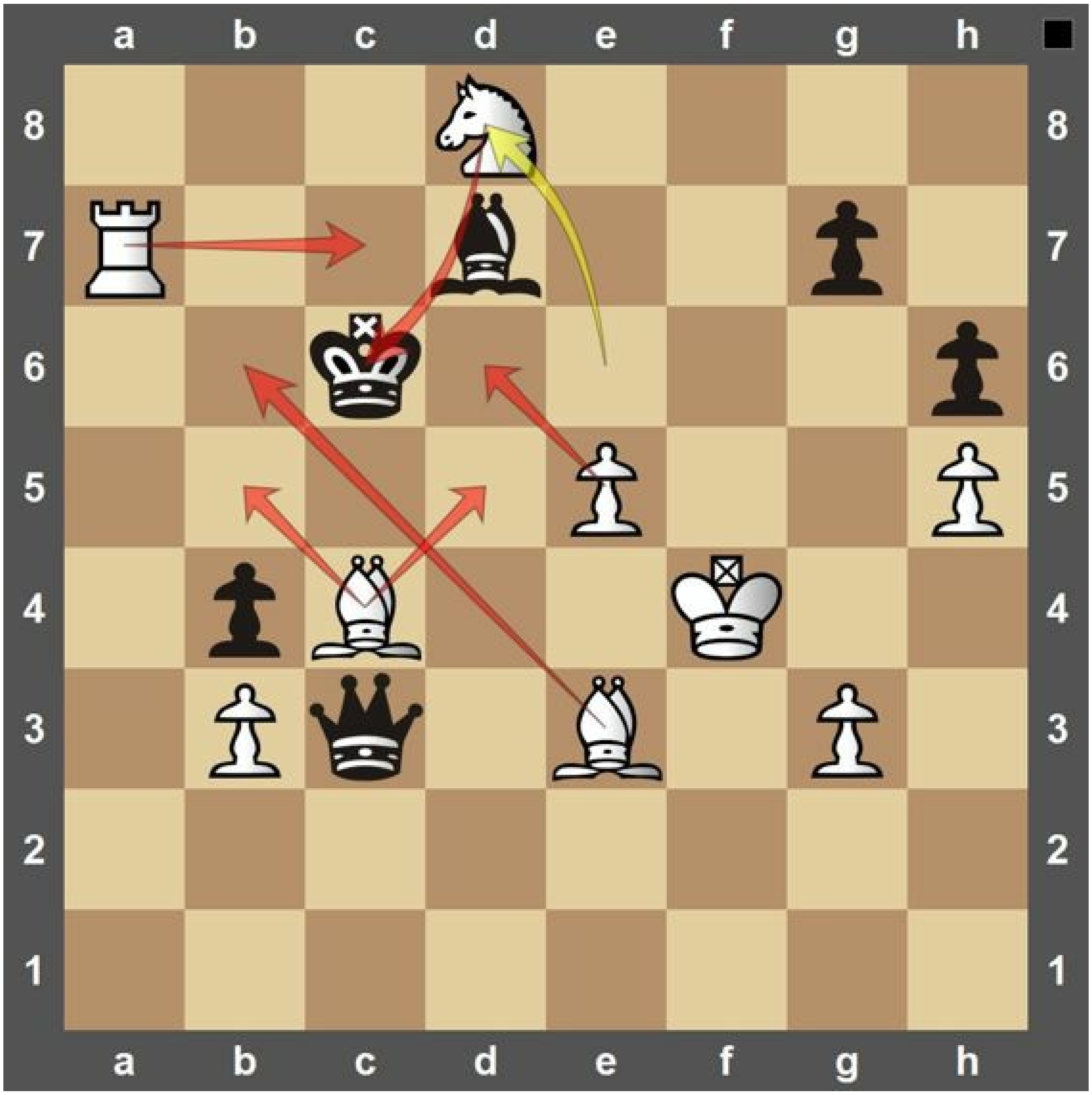
52: **1.Ne6+ Kc6 2.Rc7#** [2.Nd8#]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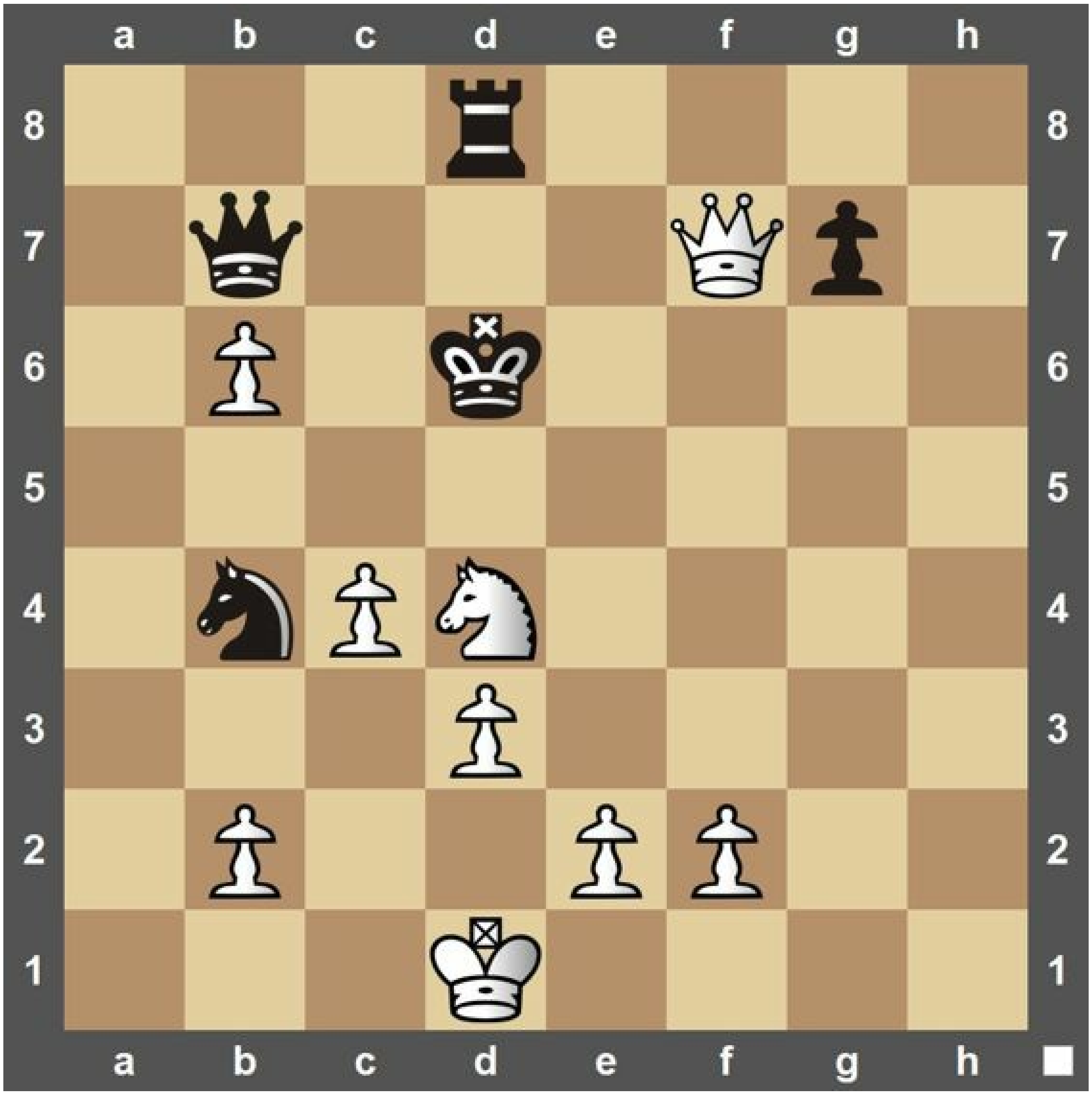
52: **1.Ne6+ Kc6** 2.Rc7# [**2.Nd8#**]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53: White to move.

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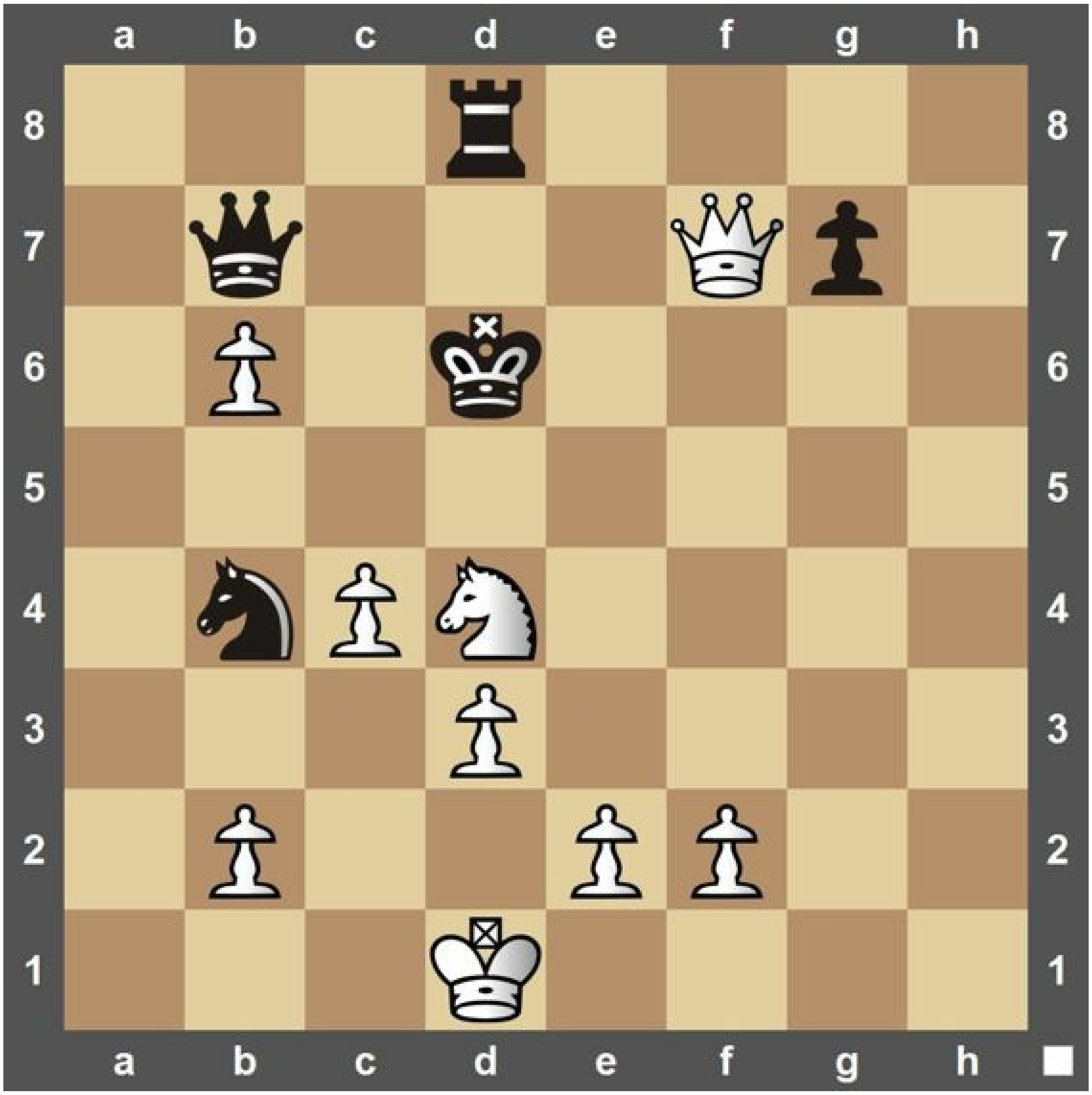
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53: 1.Qe6+ Kc5 2.Nb3#

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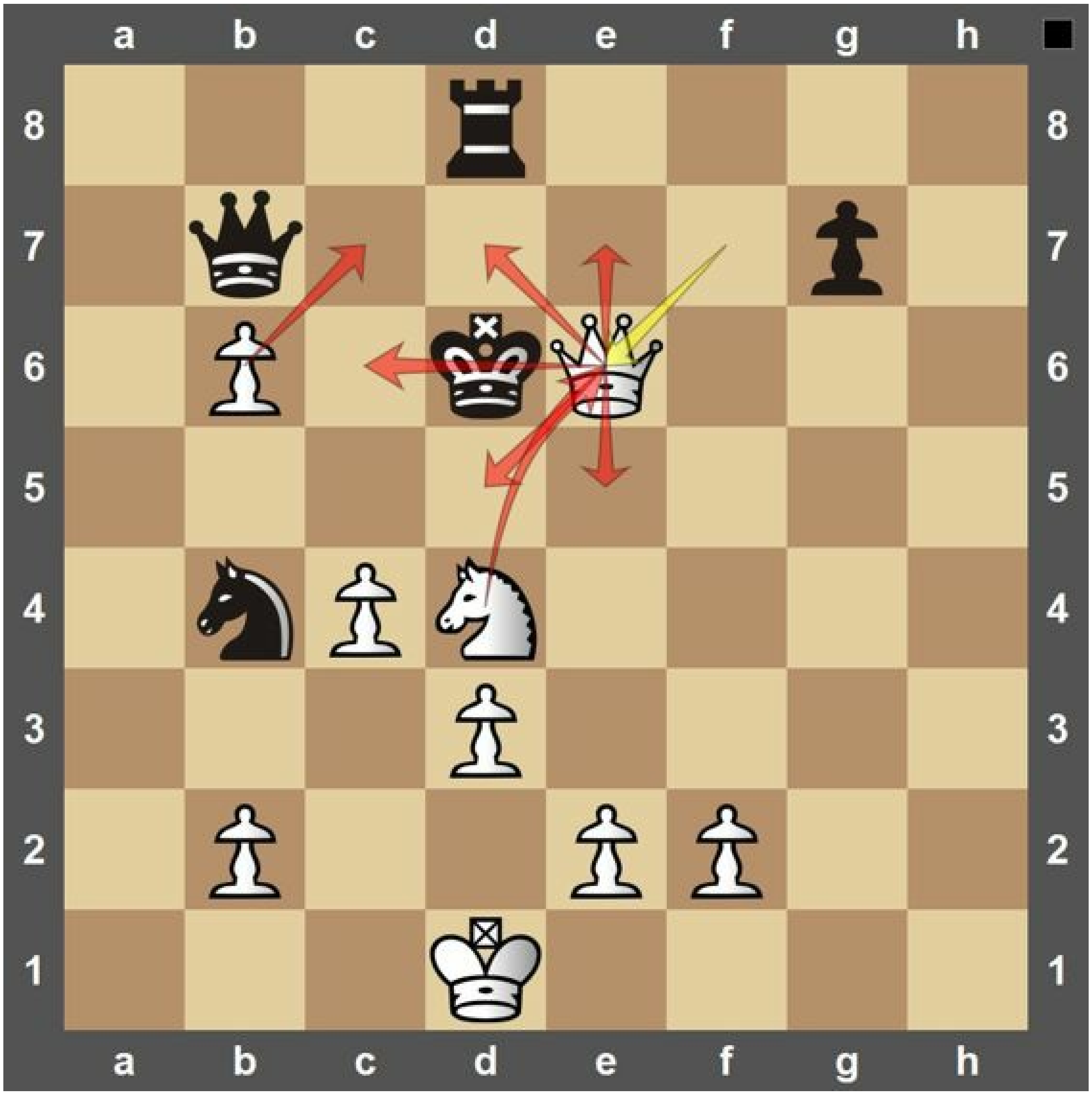
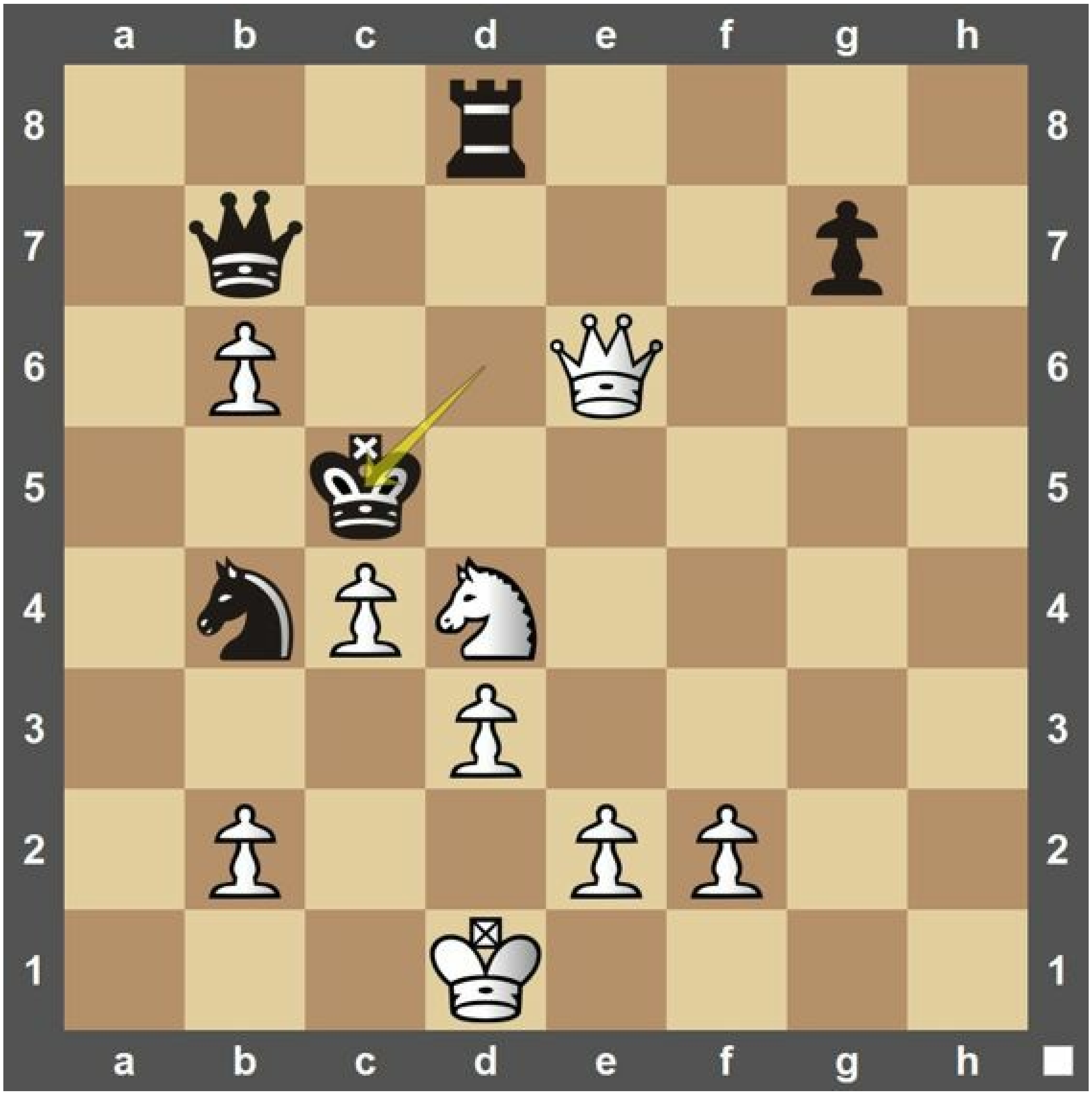


53: **1.Qe6+** Kc5 2.Nb3#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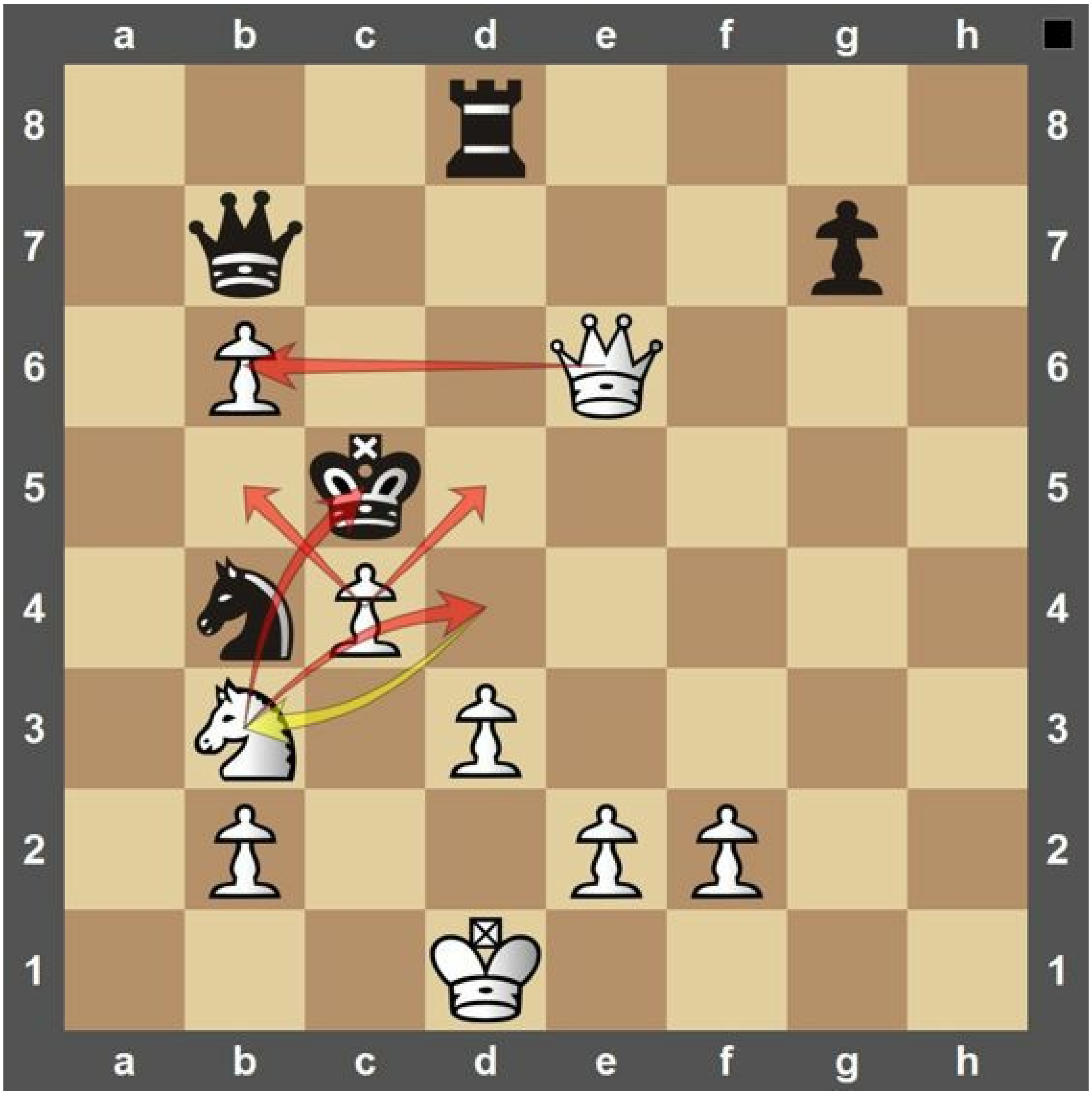
53: **1.Qe6+ Kc5** 2.Nb3#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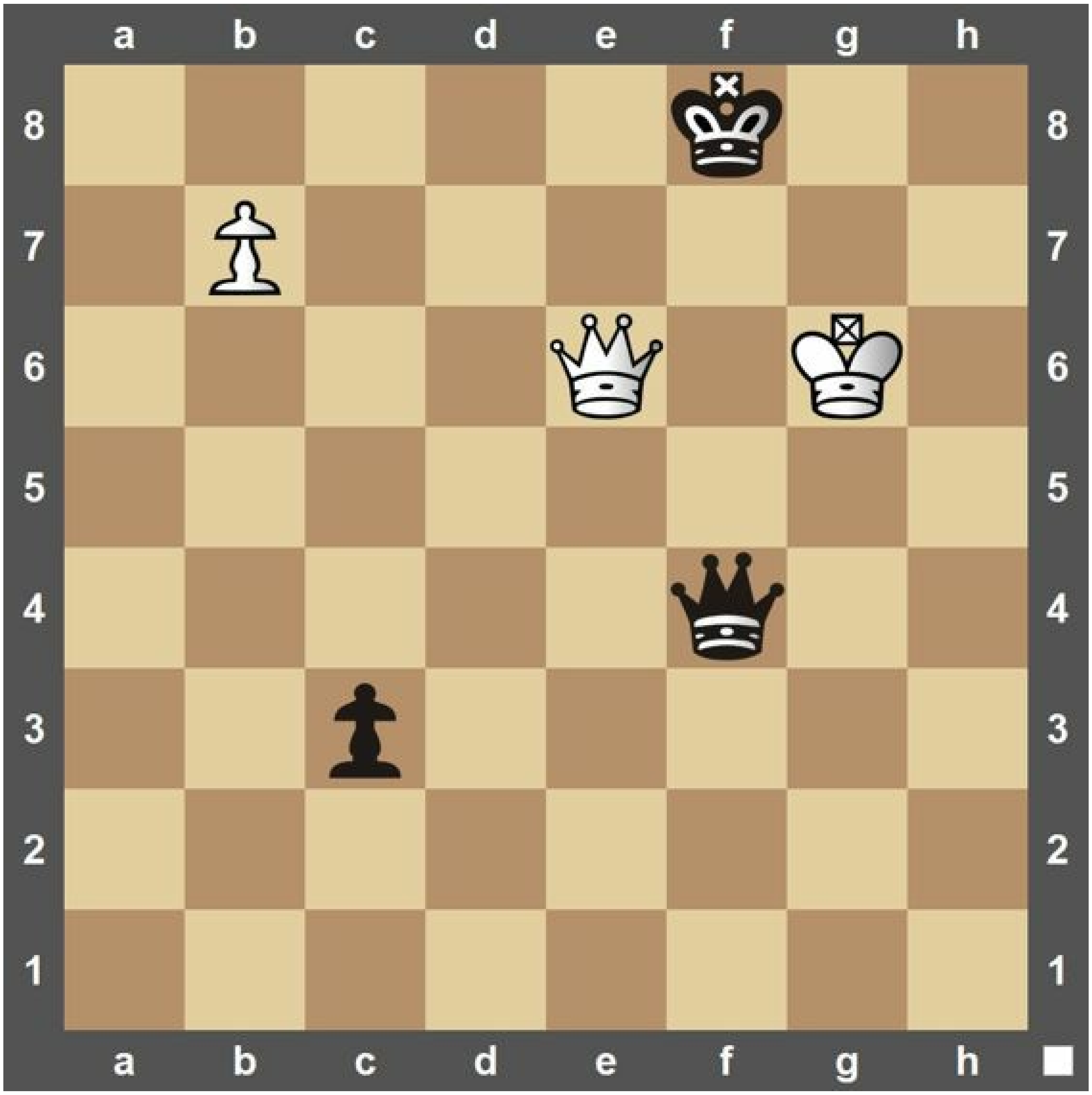
53: **1.Qe6+ Kc5 2.Nb3#**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54: White to move.

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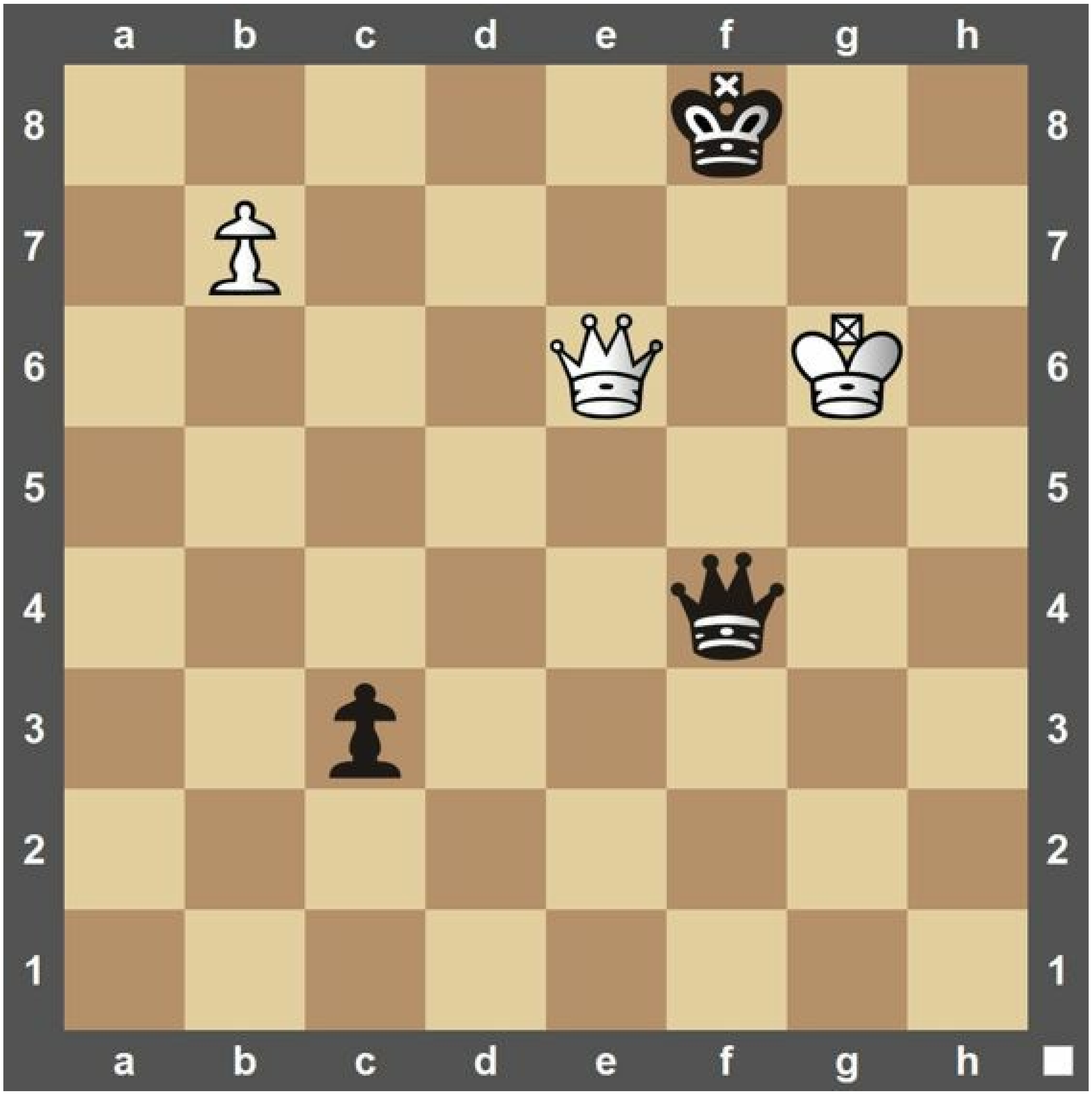
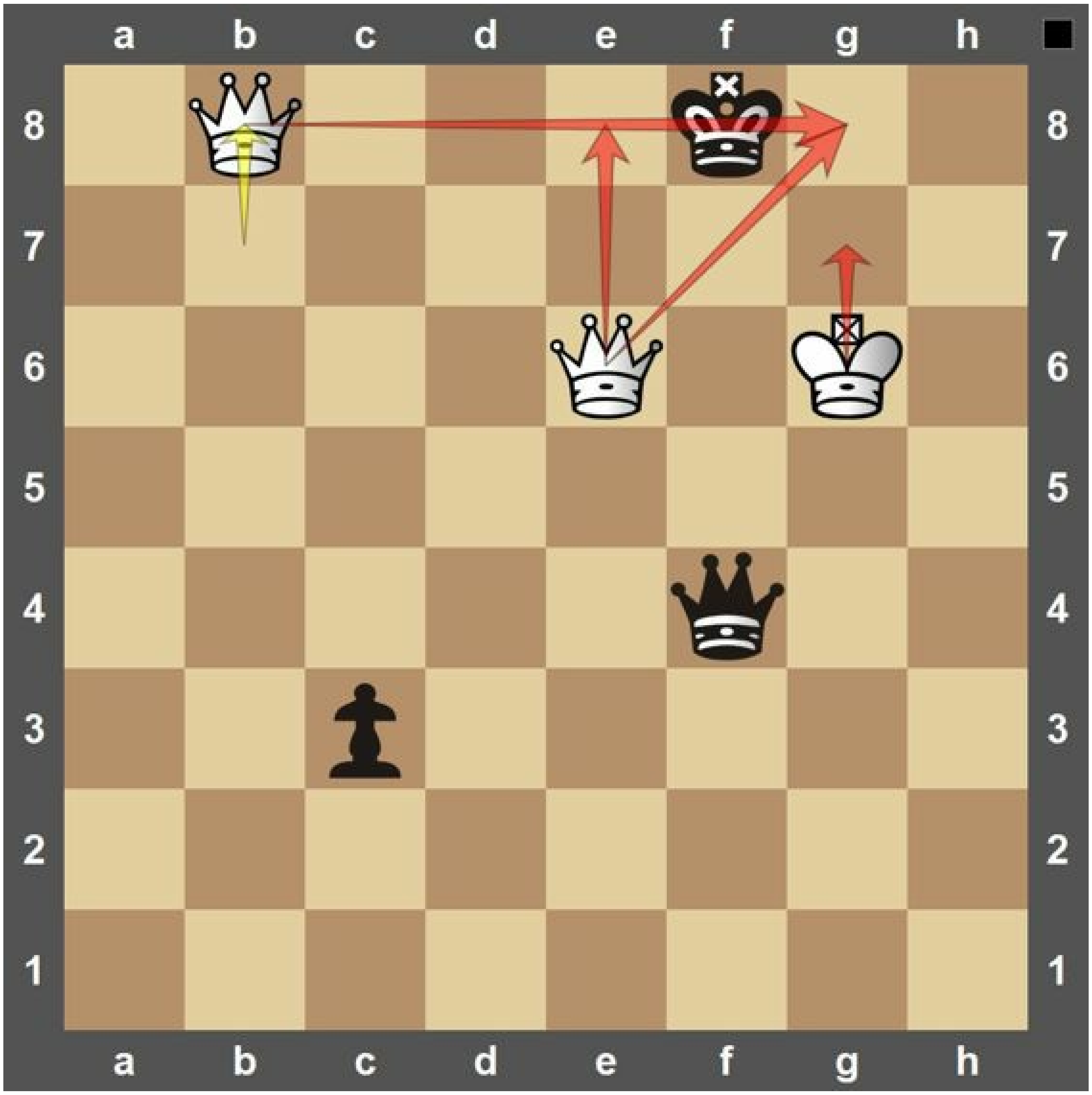


54: 1.b8Q+ [1.b8R+ Qxb8 2.Qf7#] 1...Qxb8 2.Qf7#

[Back] [Next]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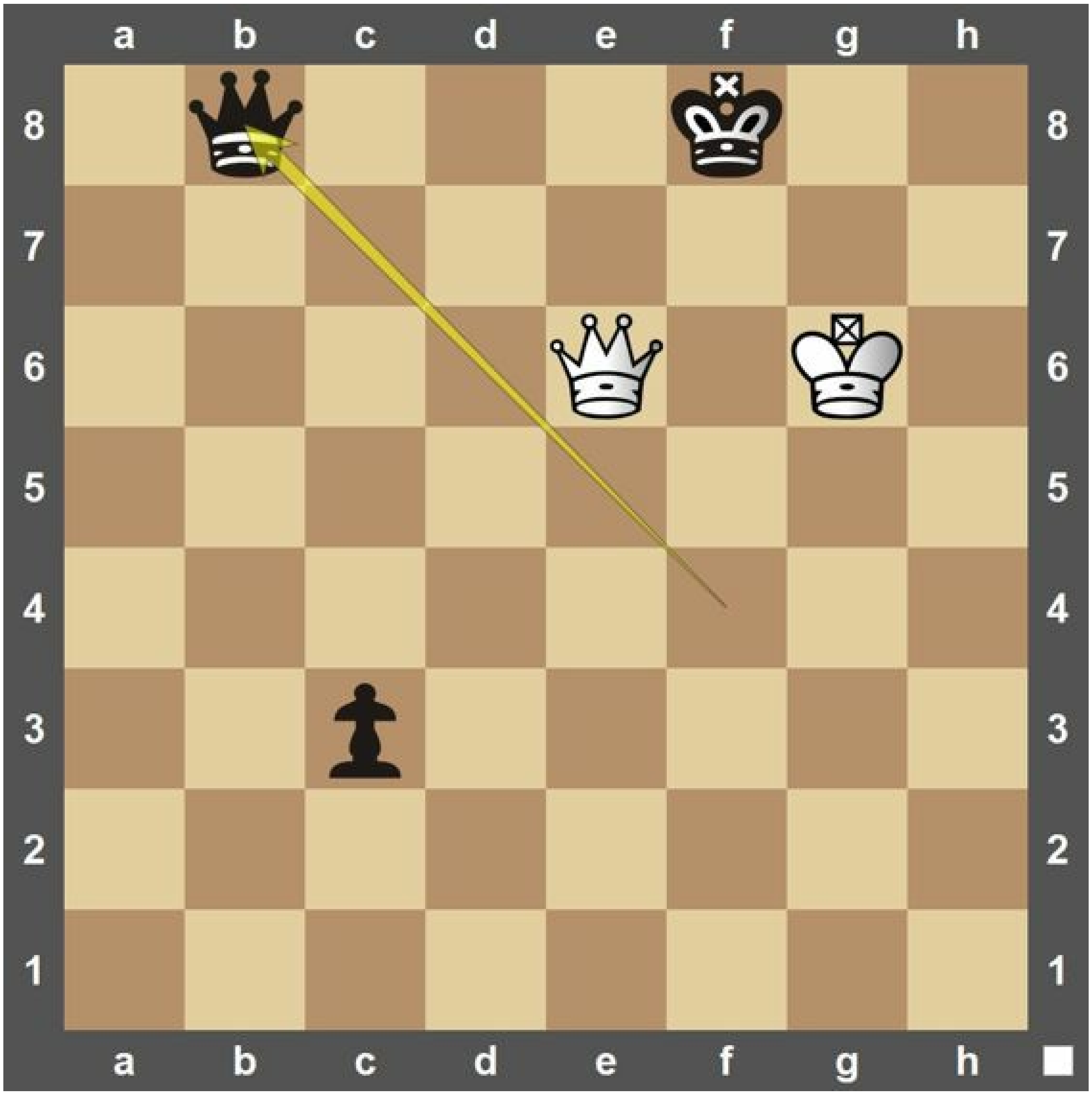
54: **1.b8Q+** [1.b8R+ Qxb8 2.Qf7#] 1...Qxb8 2.Qf7#

If you promote to a rook, the continuation is exactly the same.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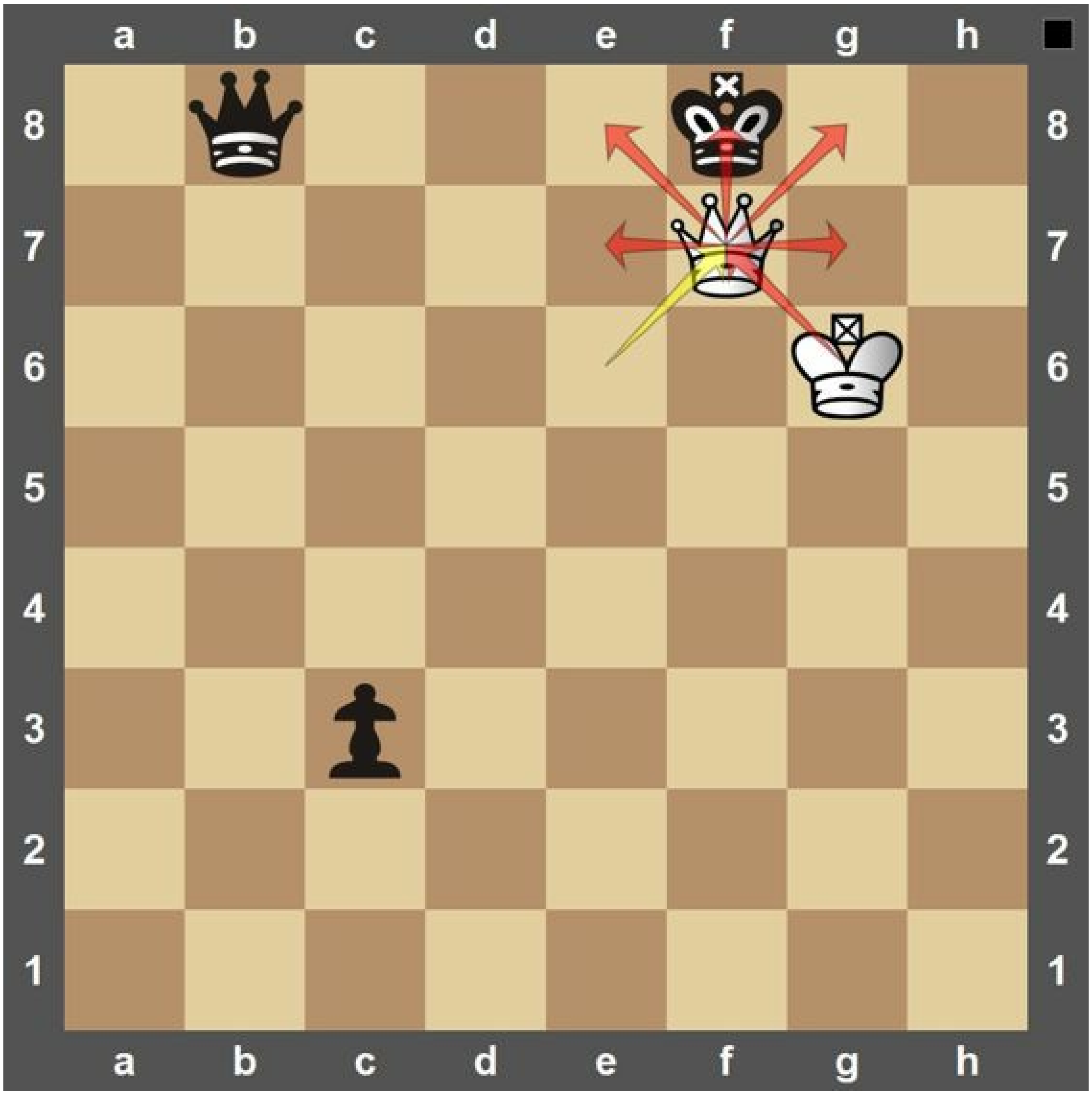
54: **1.b8Q+** [1.b8R+ Qxb8 2.Qf7#] **1...Qxb8** 2.Qf7#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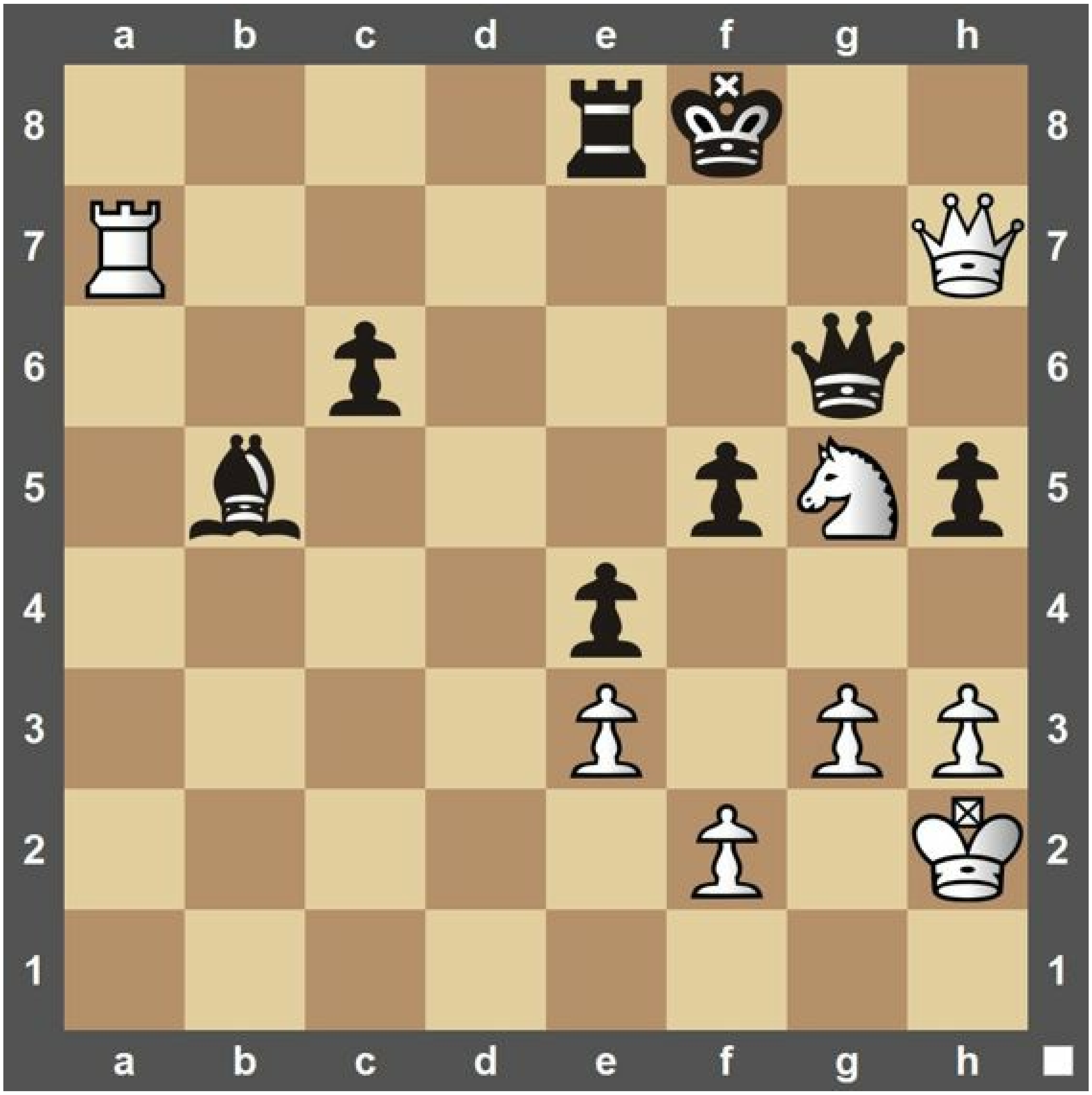
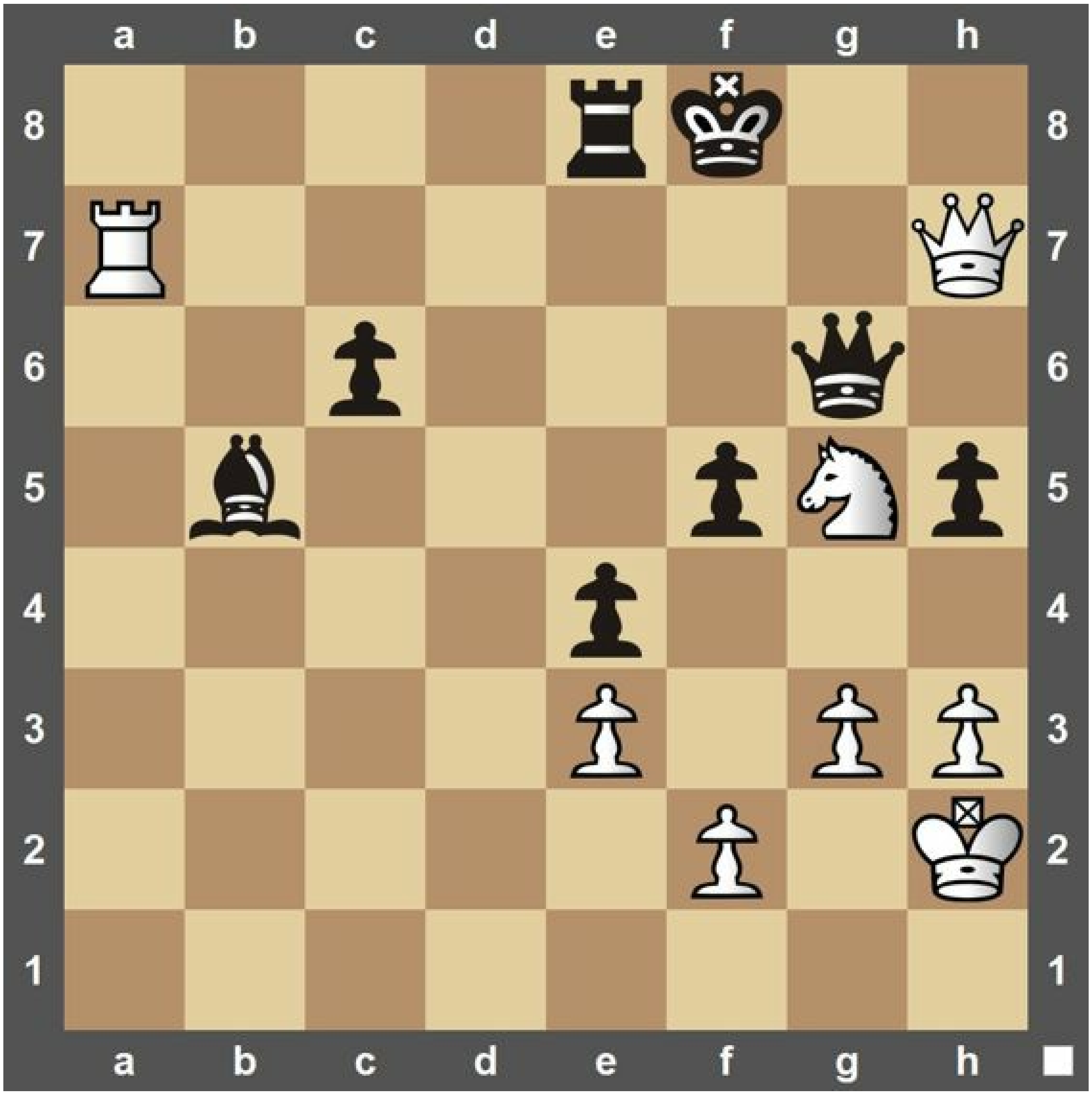
54: **1.b8Q+** [1.b8R+ Qxb8 2.Qf7#] **1...Qxb8 2.Qf7#**


a b c d e f g h
8 7 6 5 4 3 2 1

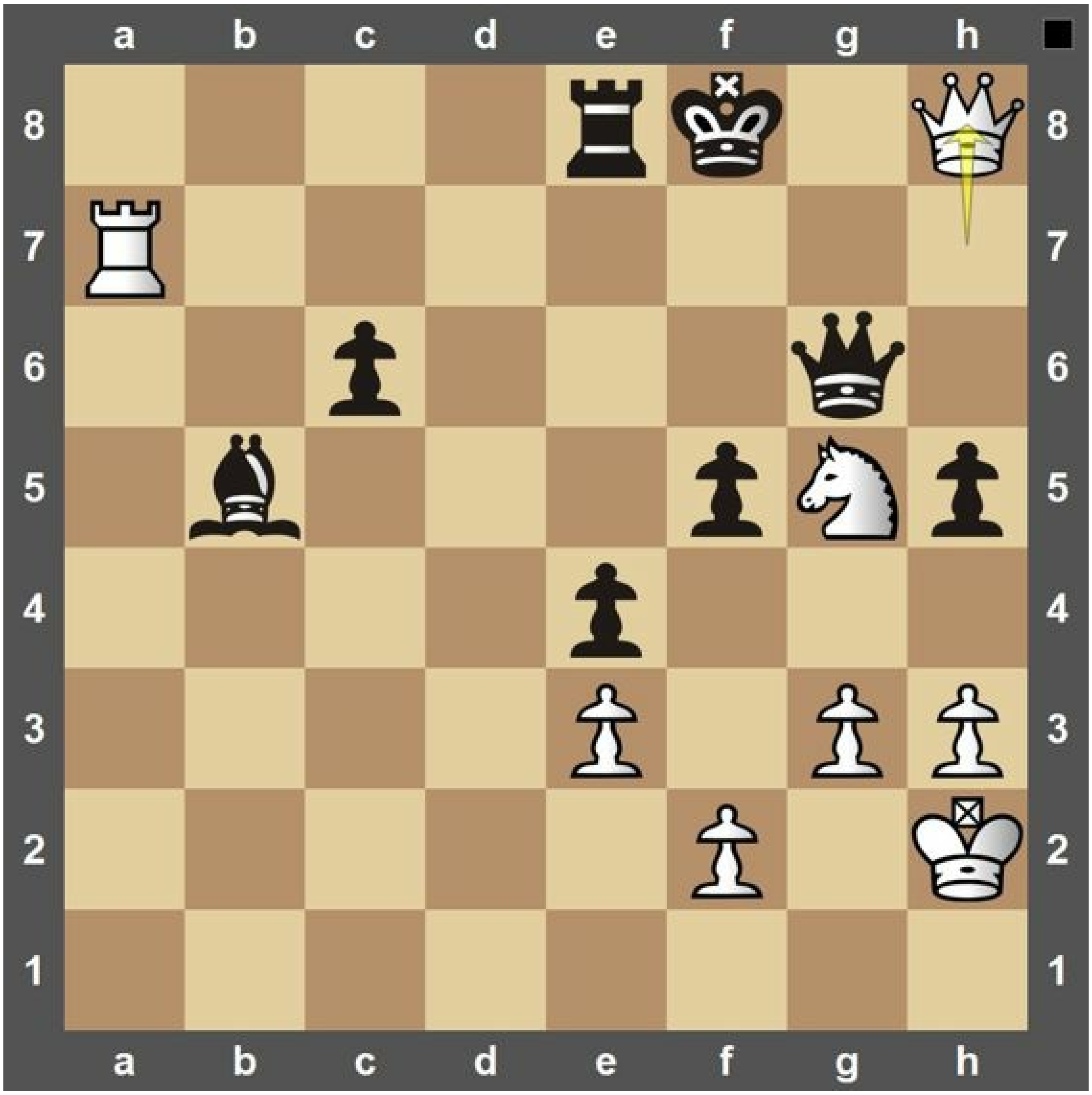
55: White to move.

[Back] [Next]



55: 1.Qh8+ [1.Rf7+ Qxf7 2.Qxf7#] 1...Qg8 2.Nh7# [2.Rf7#]

[Back] [Next]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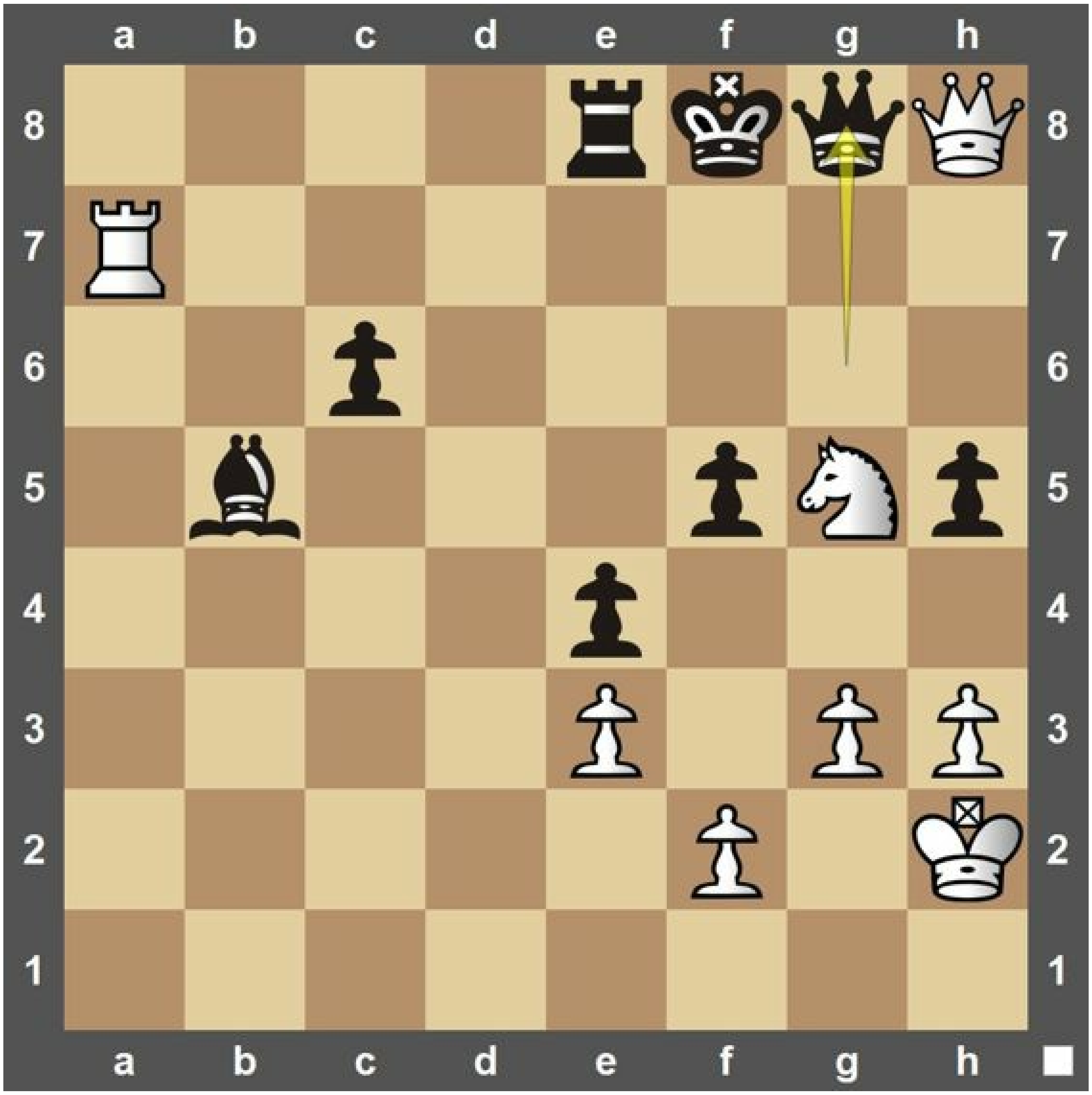
55: **1.Qh8+** [1.Rf7+ Qxf7 2.Qxf7#] 1...Qg8 2.Nh7# [2.Rf7#]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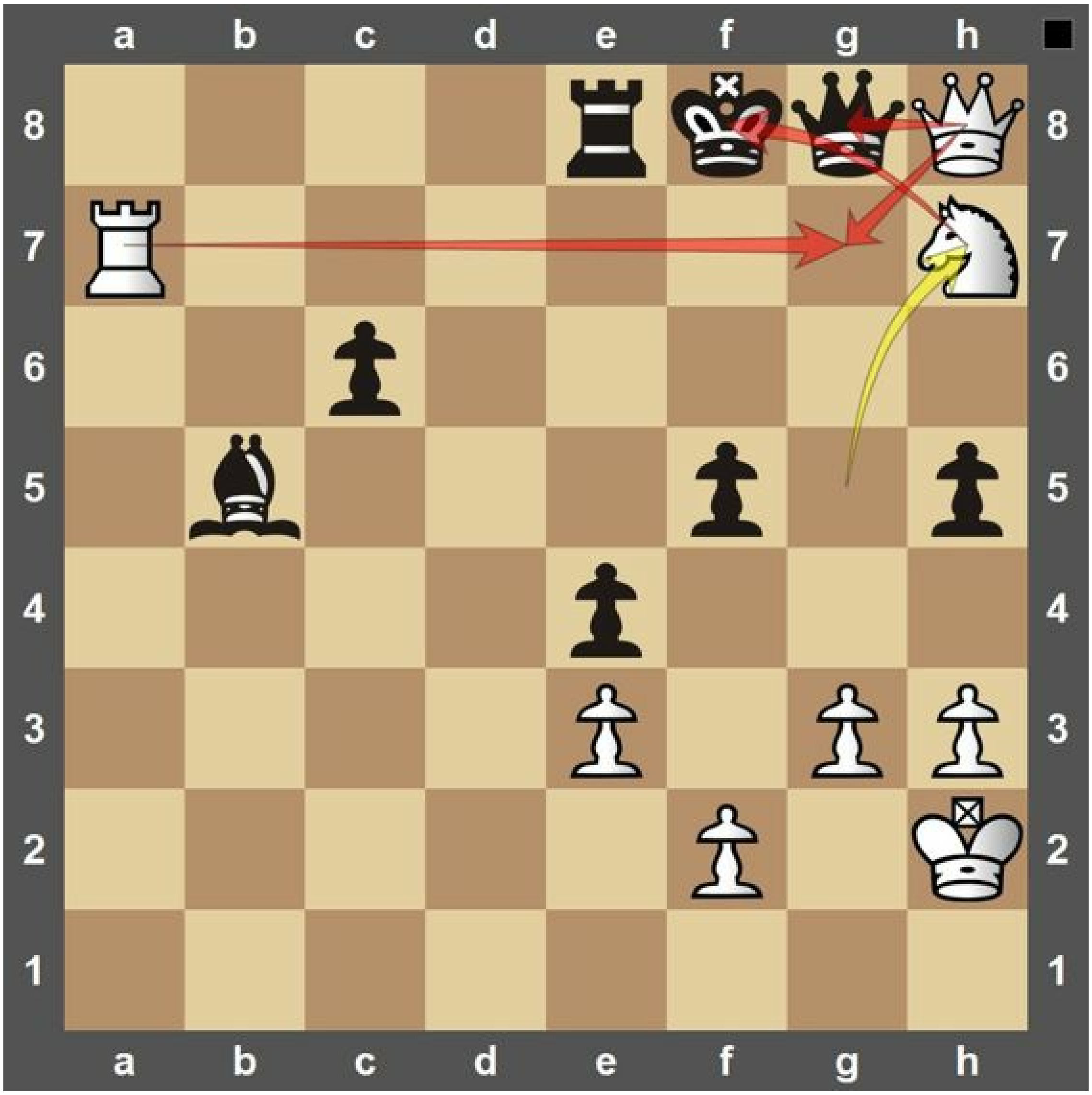
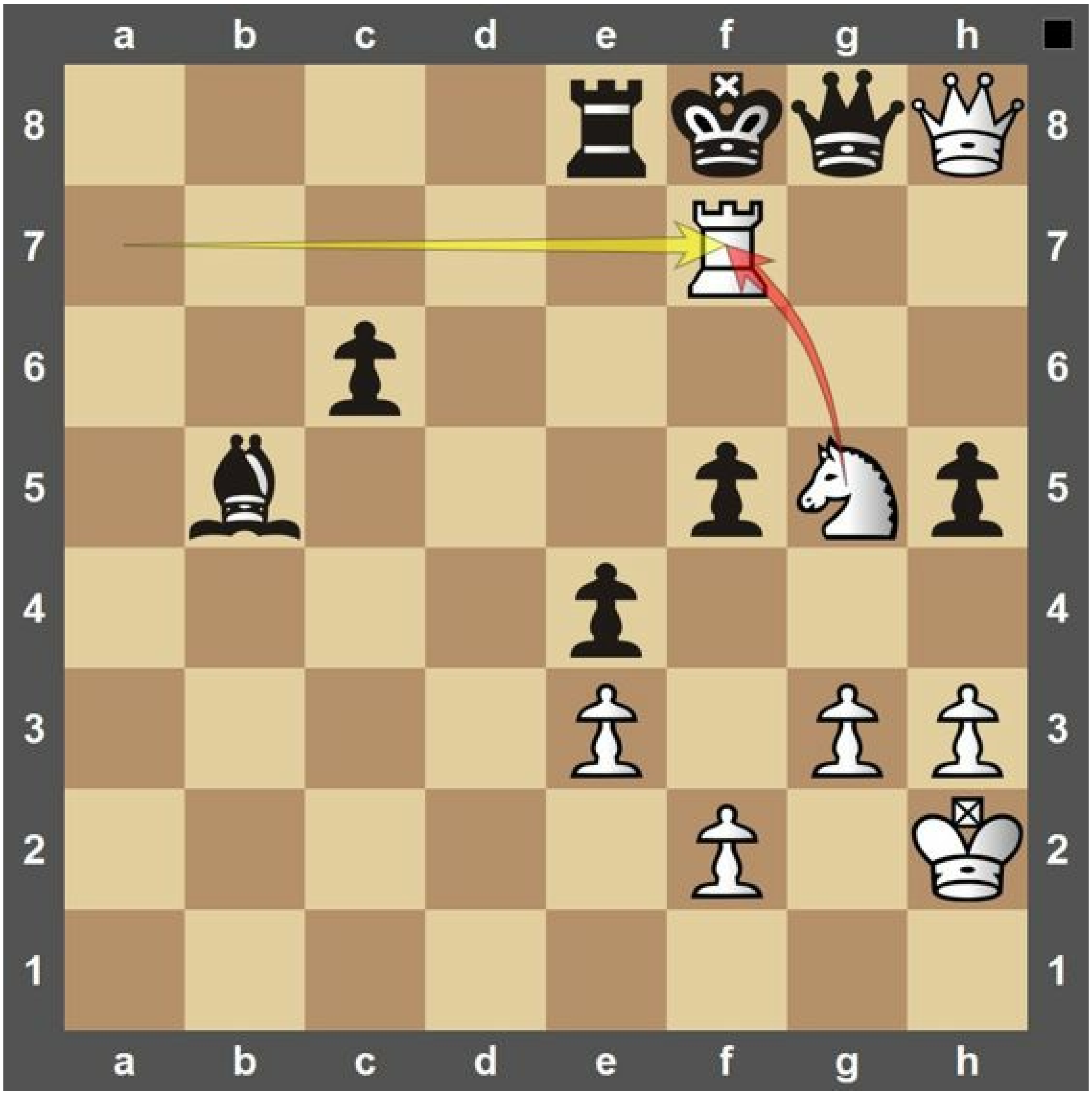
55: **1.Qh8+** [1.Rf7+ Qxf7 2.Qxf7#] **1...Qg8** 2.Nh7# [2.Rf7#]



55: **1.Qh8+** [1.Rf7+ Qxf7 2.Qxf7#] **1...Qg8 2.Nh7#** [2.Rf7#]
The black queen is pinned and cannot help.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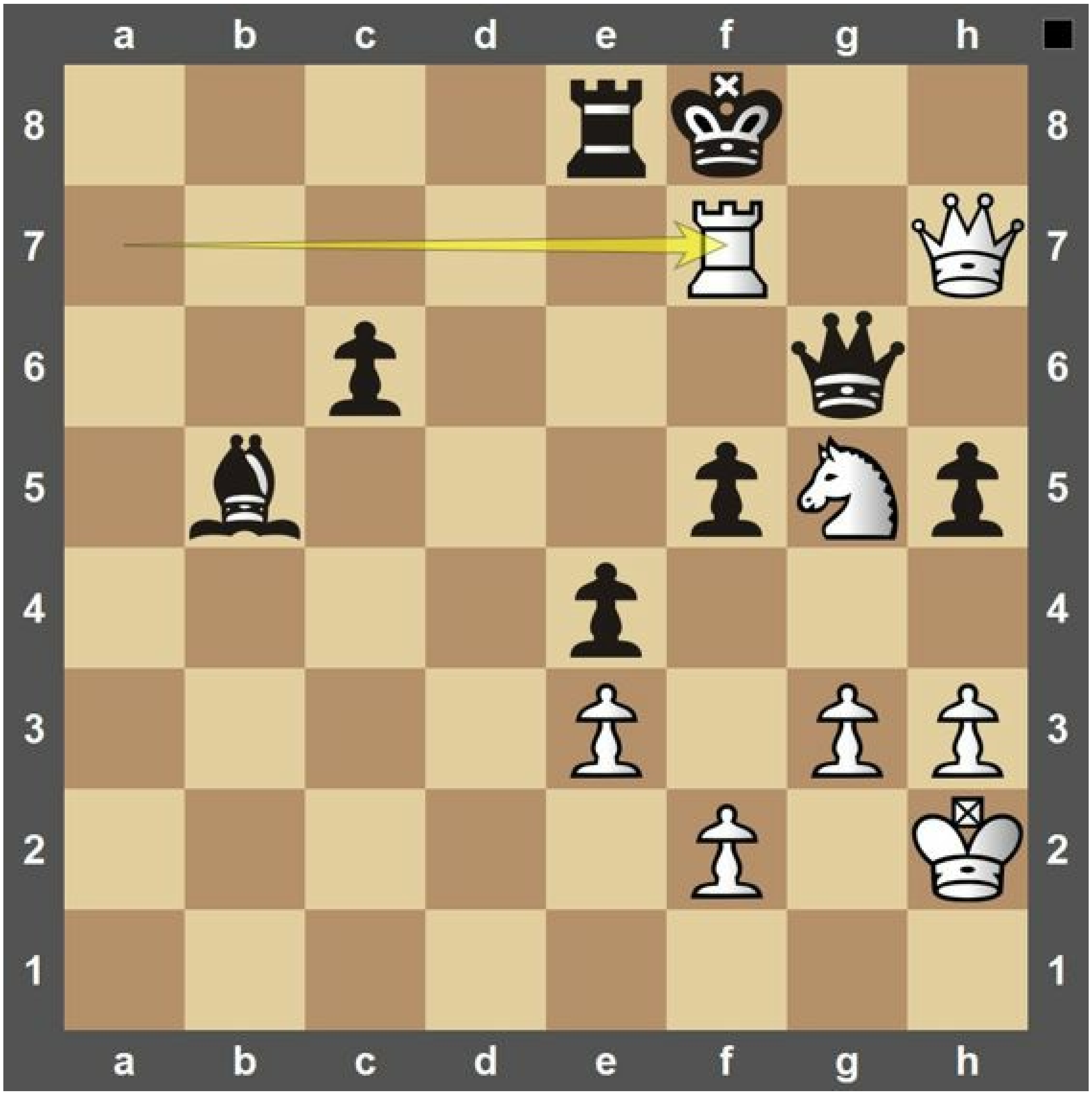
55: **1.Qh8+** [1.Rf7+ Qxf7 2.Qxf7#] **1...Qg8** 2.Nh7# [**2.Rf7#**]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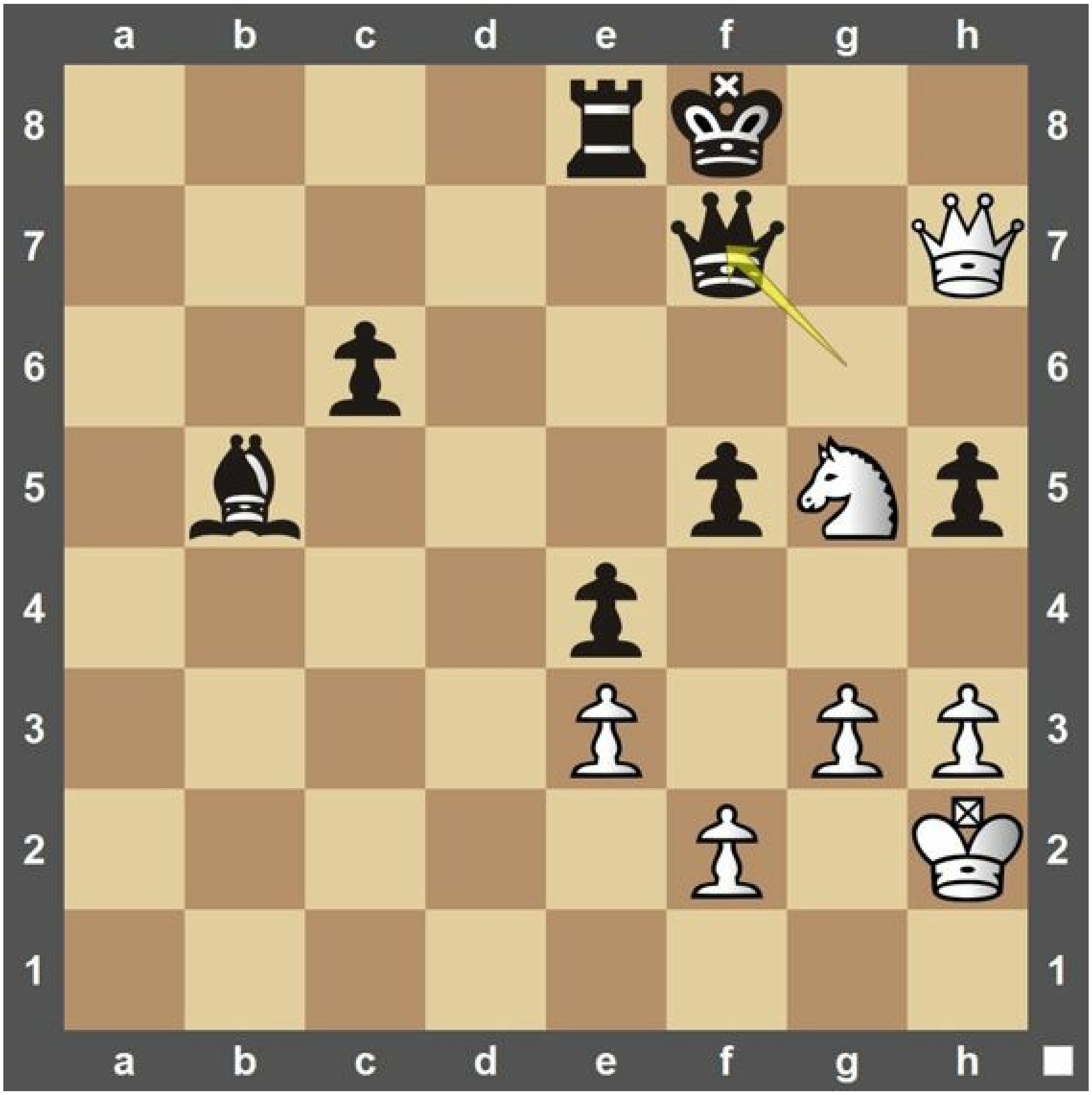
55: 1.Qh8+ [**1.Rf7+** Qxf7 2.Qxf7#] 1...Qg8 2.Nh7# [2.Rf7#]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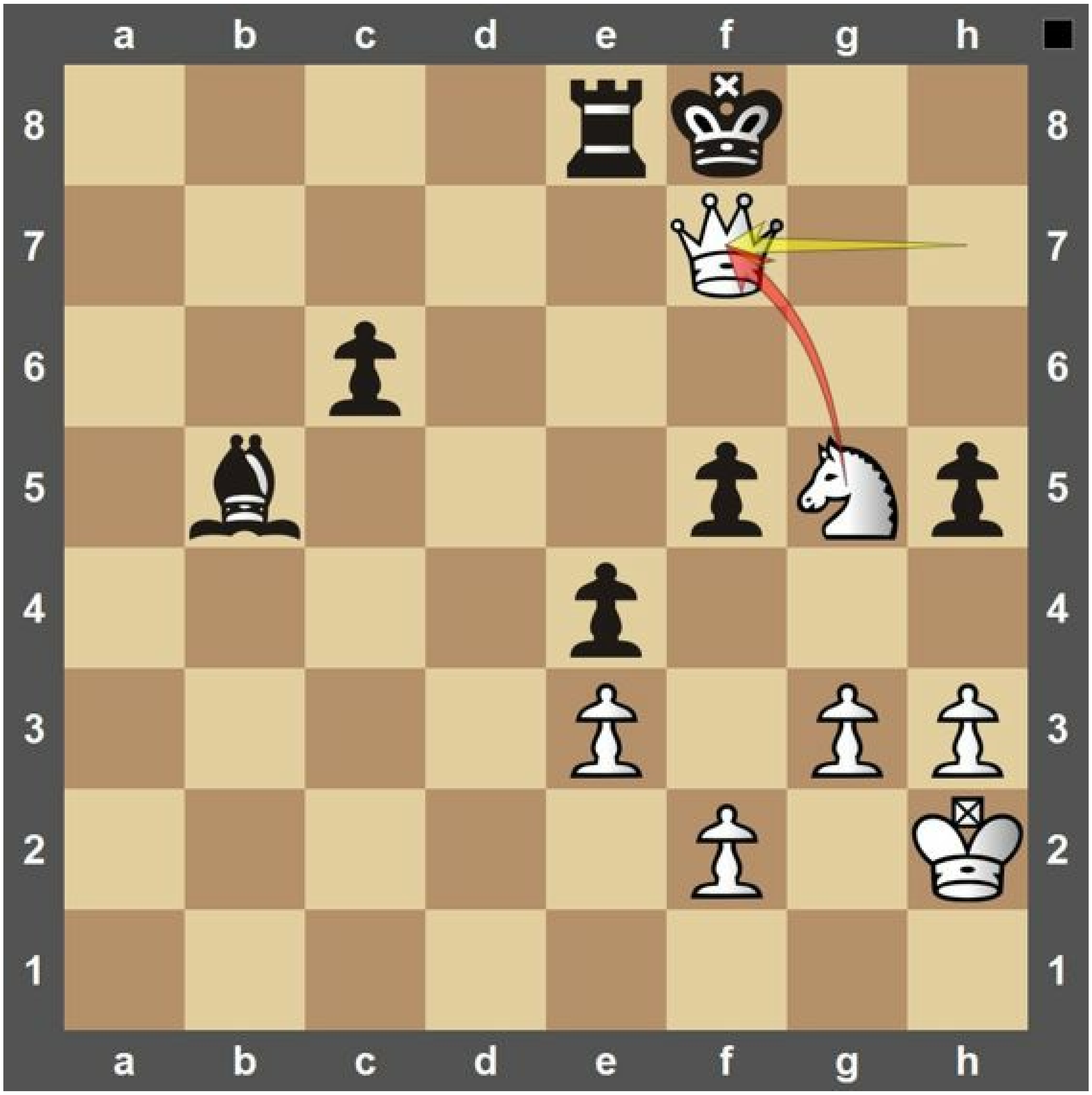
55: 1.Qh8+ [**1.Rf7+ Qxf7** 2.Qxf7#] 1...Qg8 2.Nh7# [2.Rf7#]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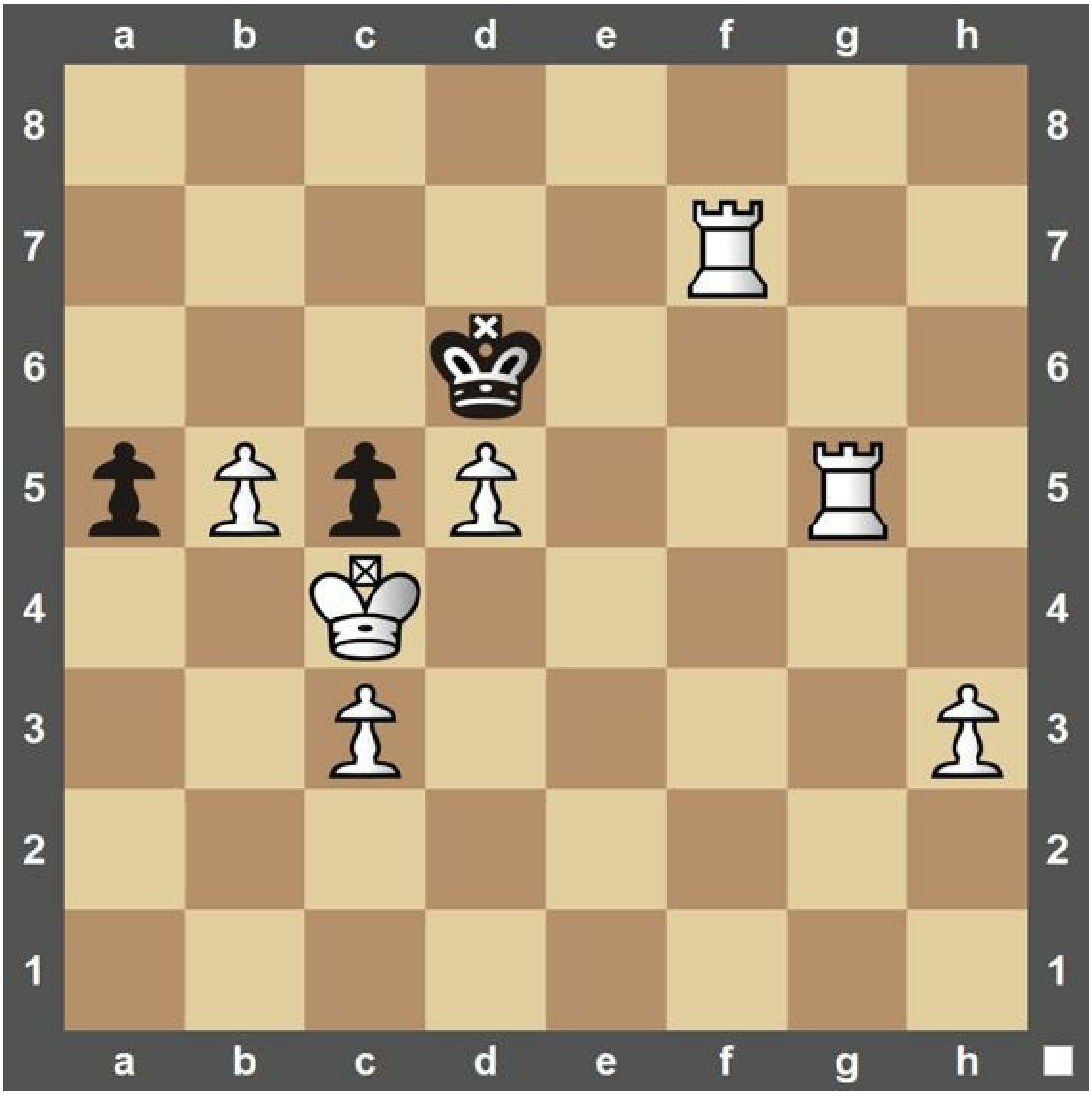
55: 1.Qh8+ [**1.Rf7+ Qxf7 2.Qxf7#**] 1...Qg8 2.Nh7# [2.Rf7#]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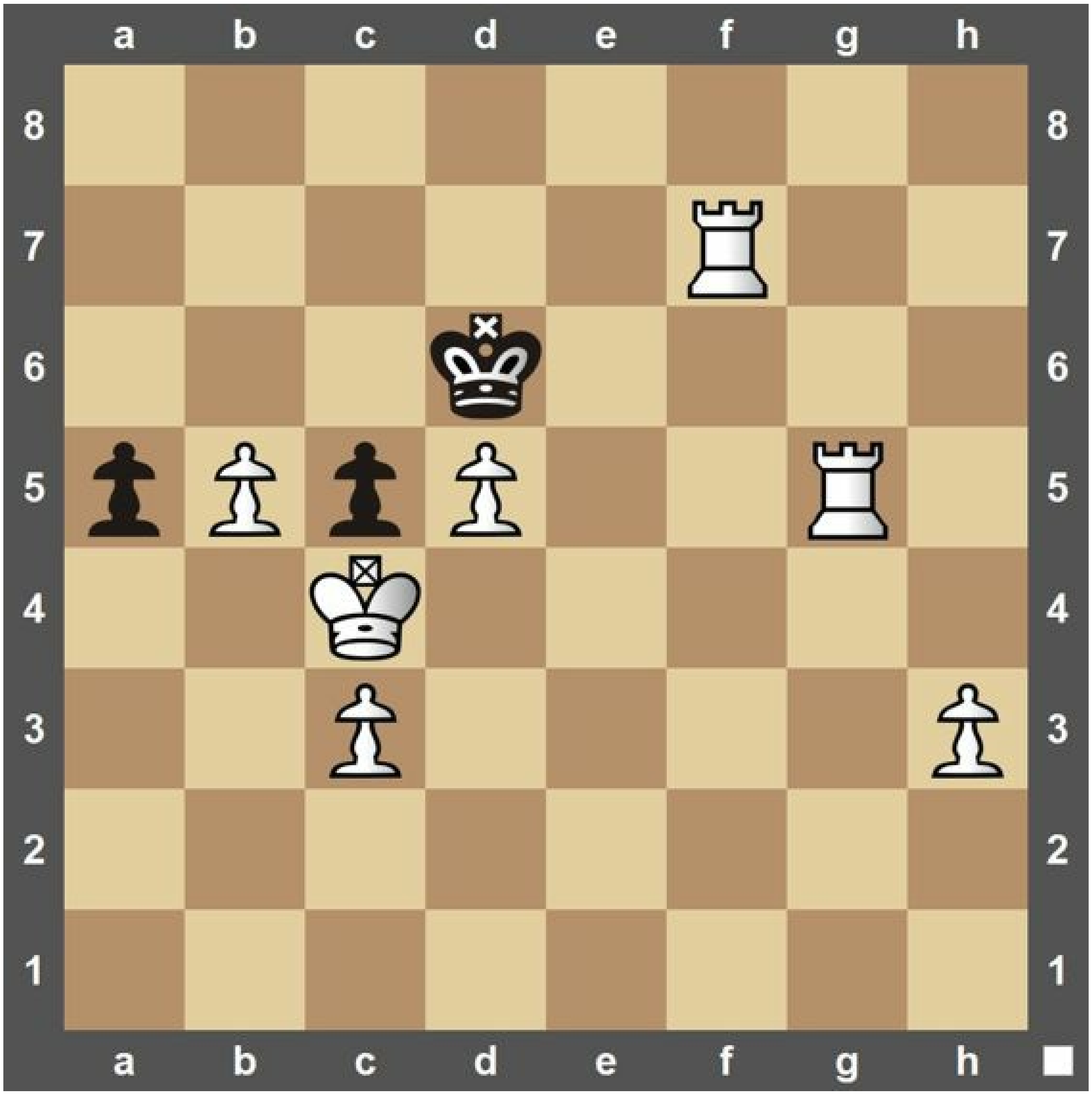
8 7 6 5 4 3 2 1

56: White to move.

[Back] [Next]



56: 1.Rg6+ Ke5 2.Re6#

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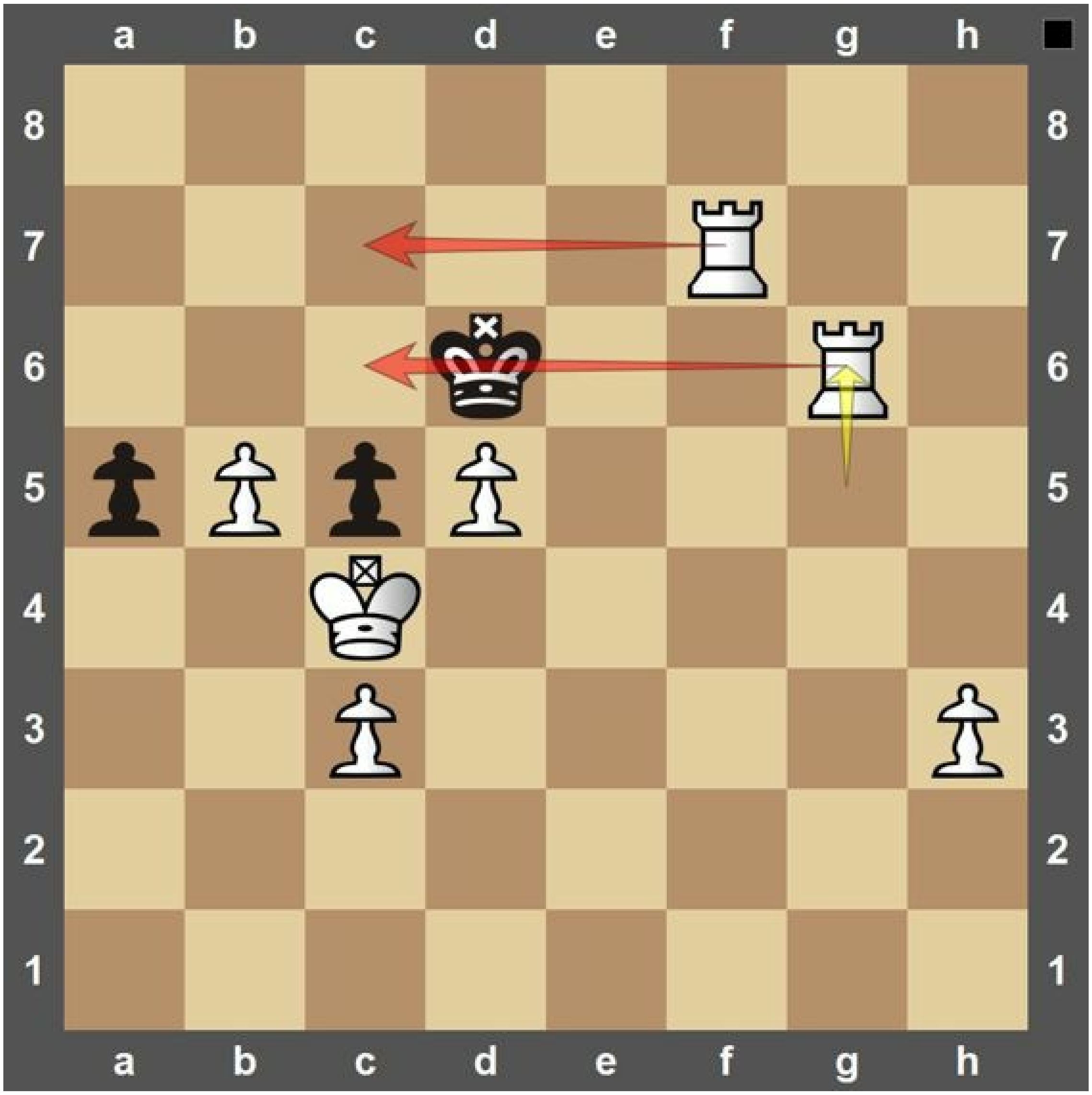
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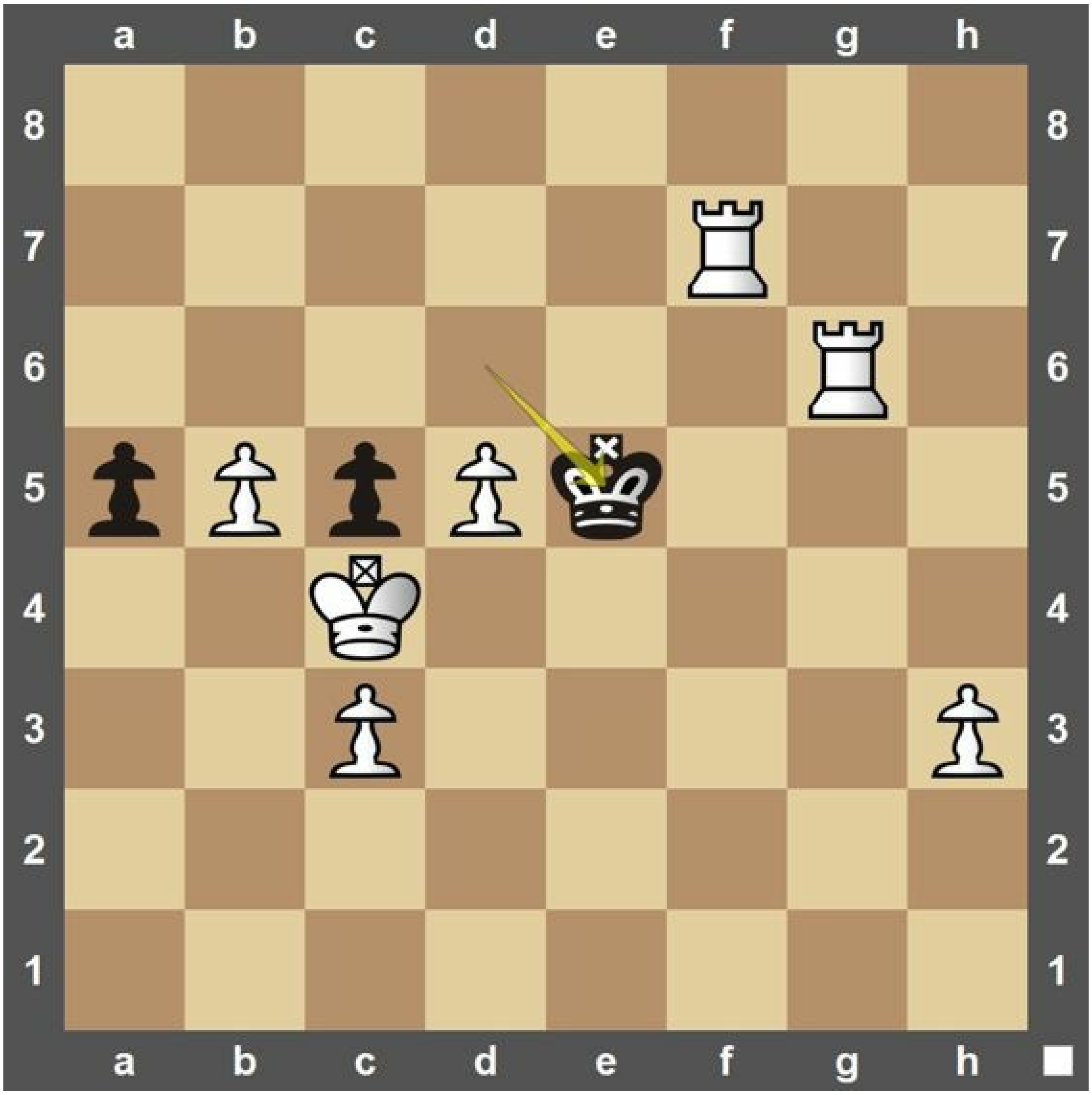
56: **1.Rg6+** Ke5 2.Re6#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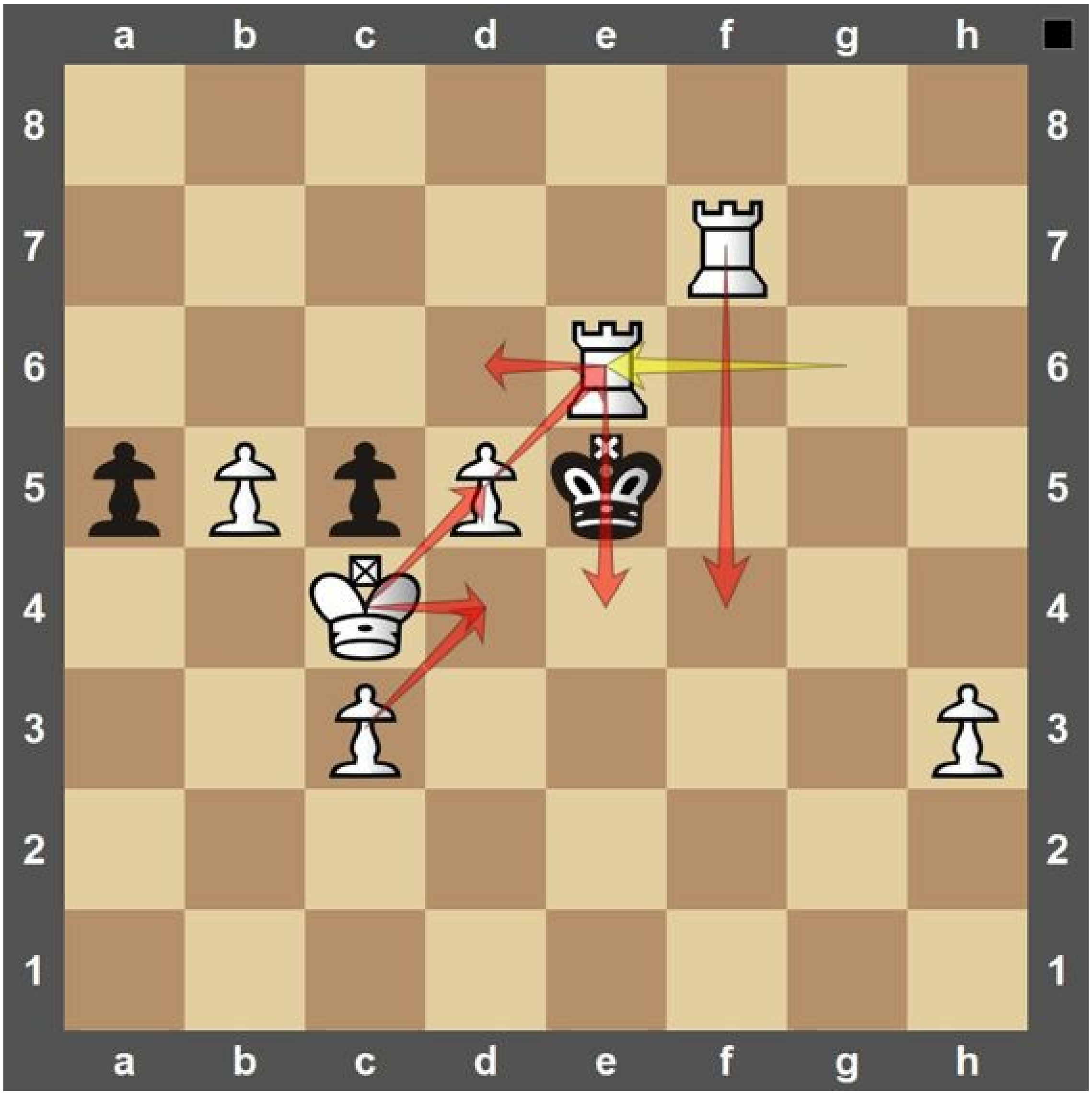
56: **1.Rg6+ Ke5** 2.Re6#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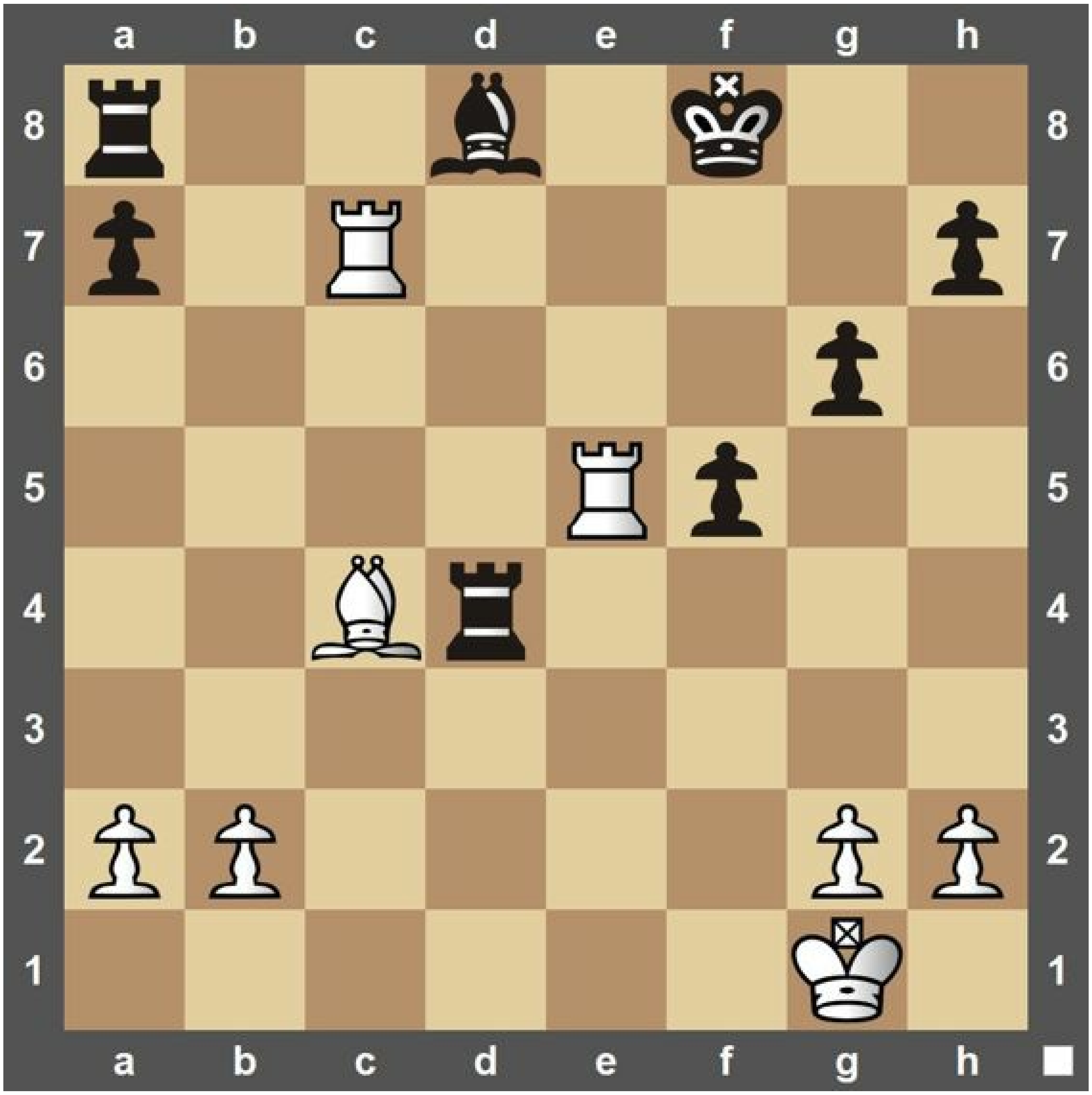
56: **1.Rg6+ Ke5 2.Re6#**



57: White to move.

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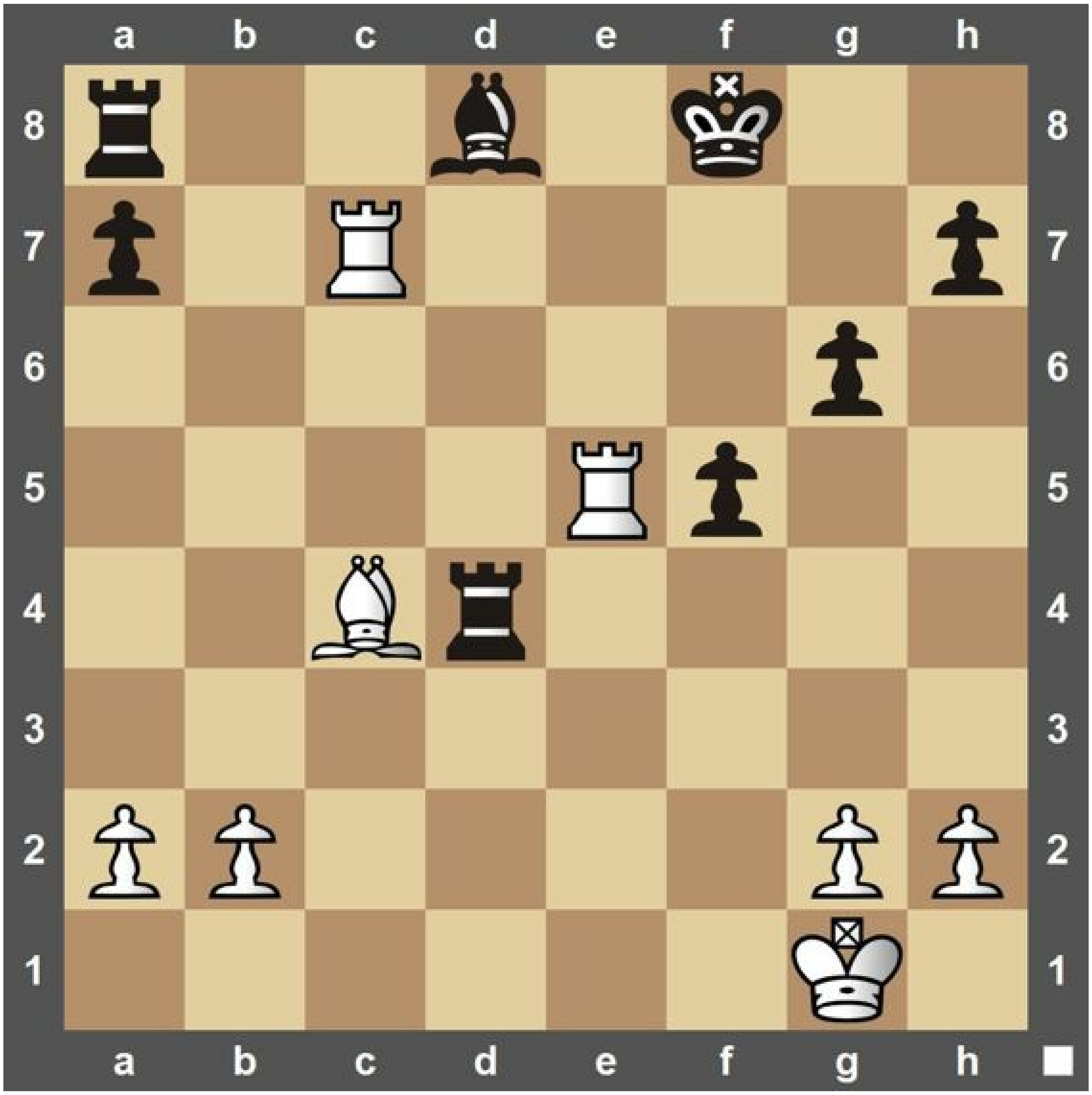
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57: 1.Rf7+ Kg8 2.Re8#

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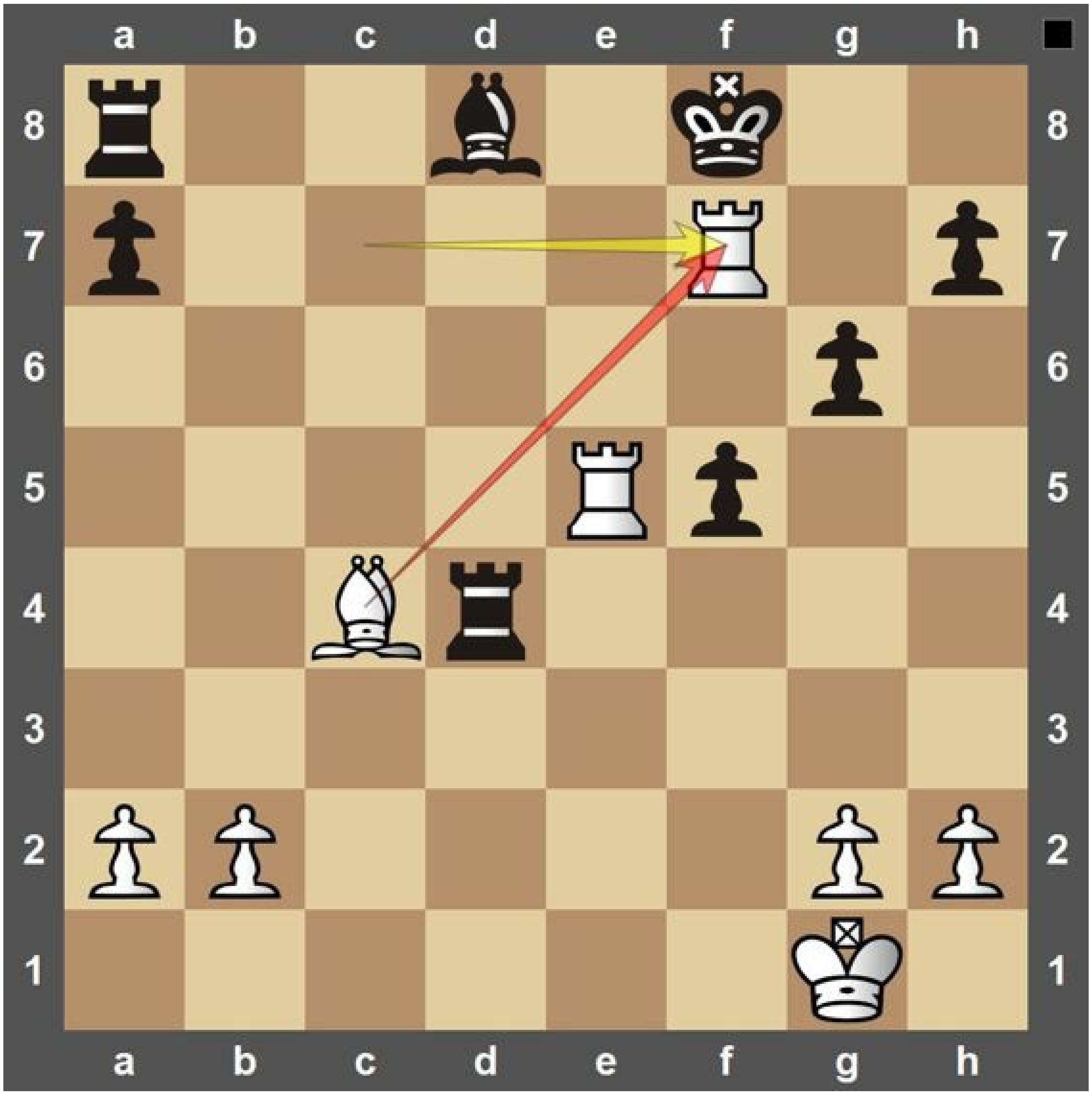
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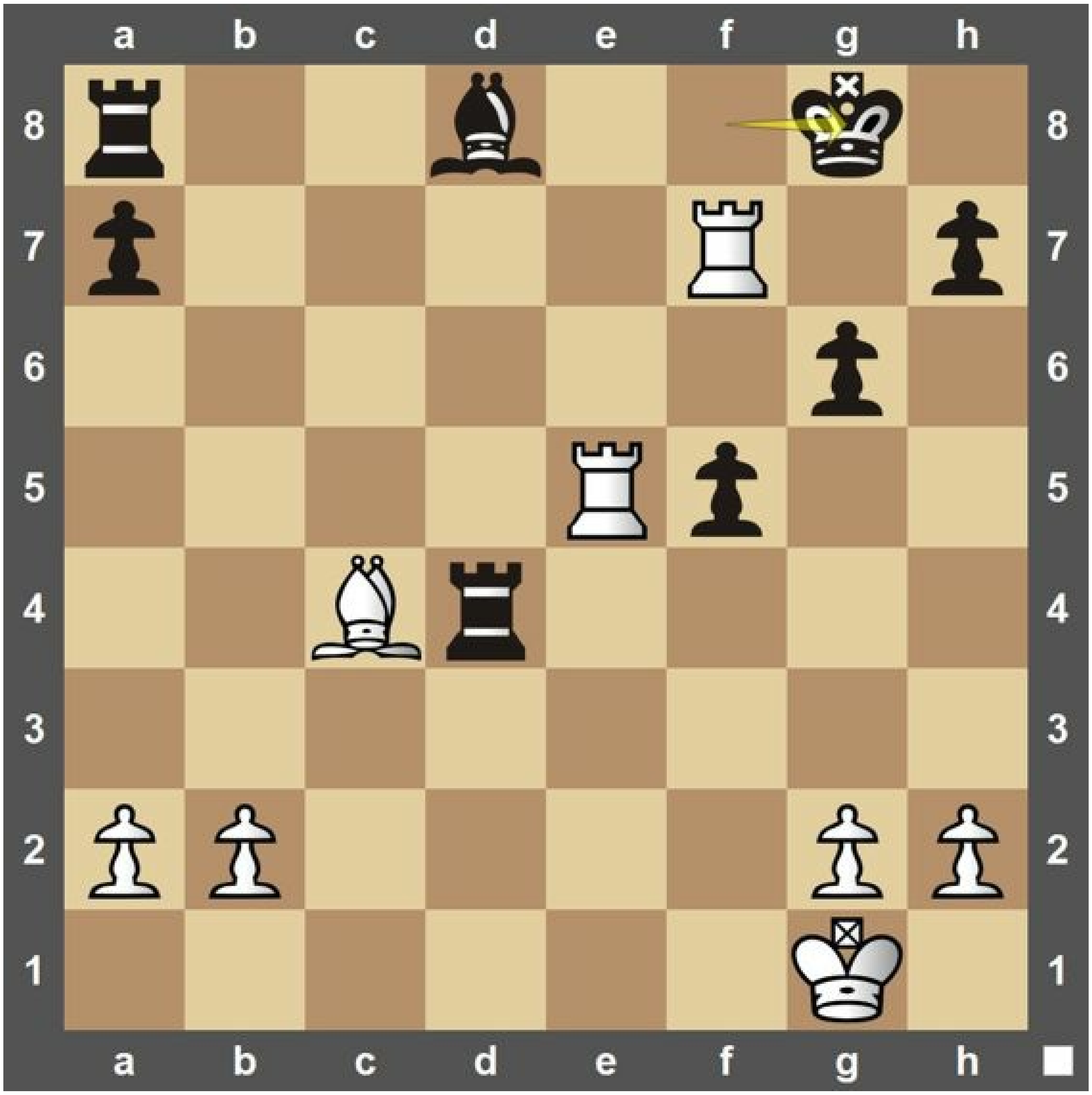
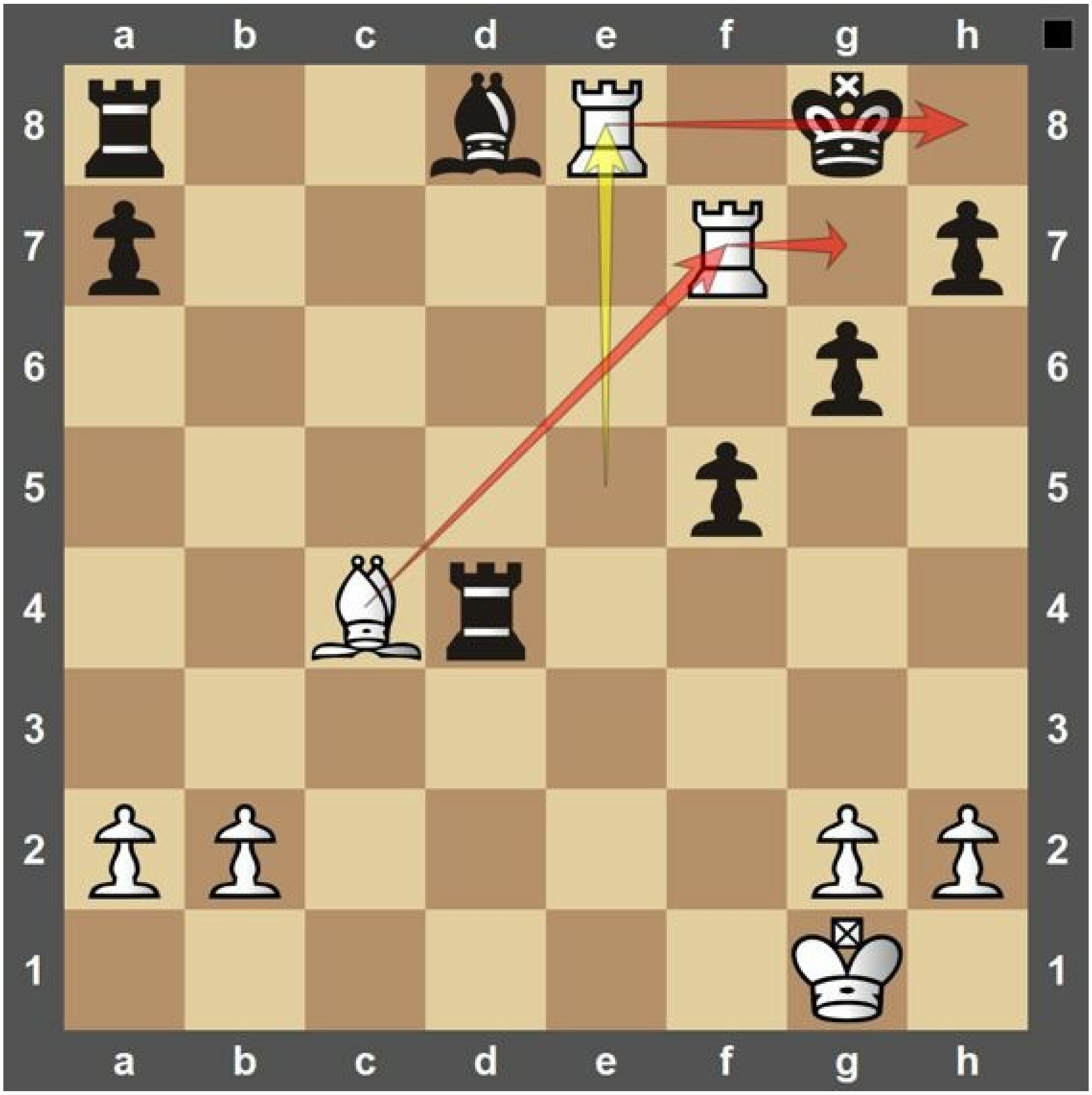
57: **1.Rf7+** Kg8 2.Re8#

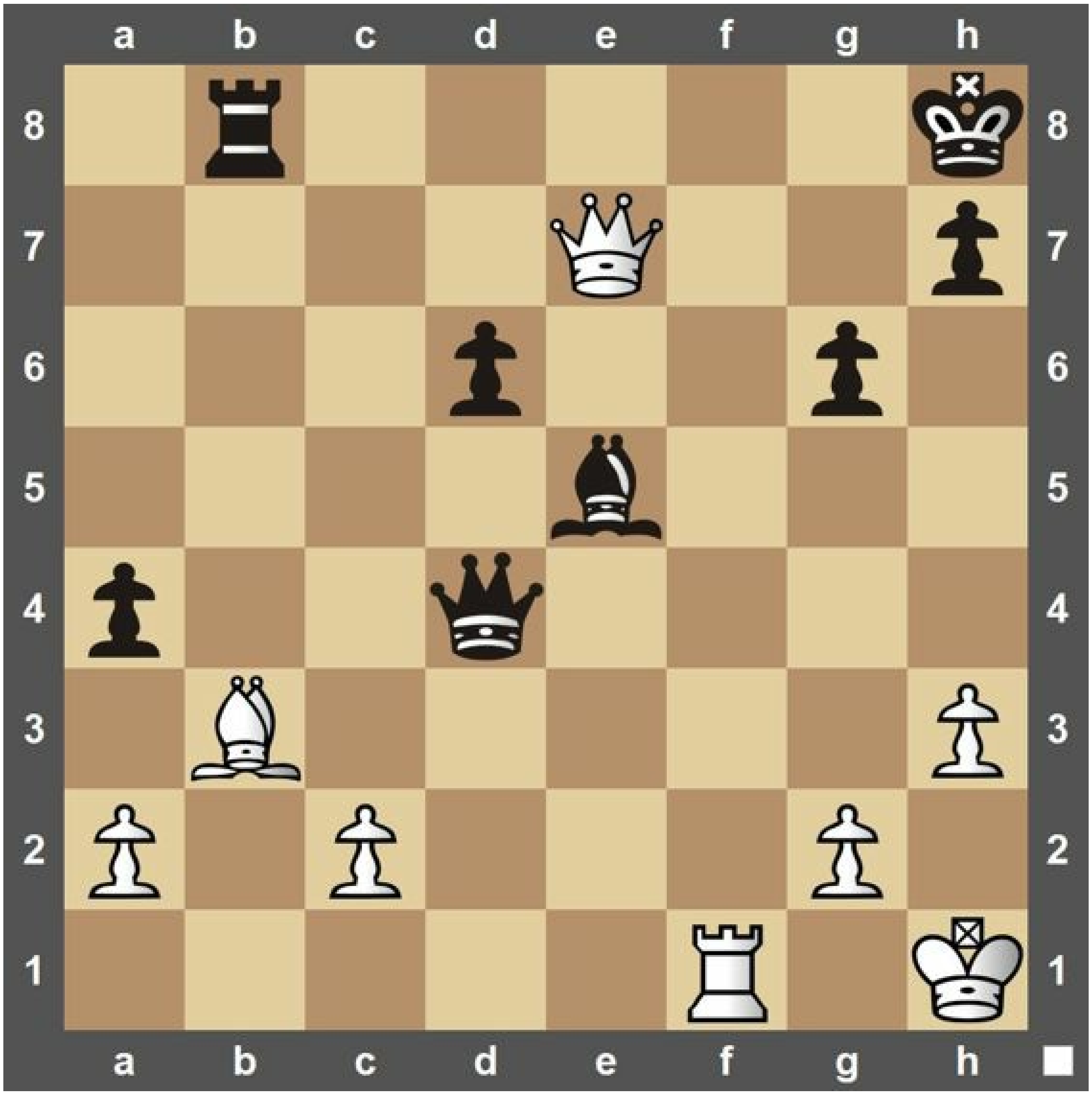
This forces the black king away from the e-file.



57: **1.Rf7+ Kg8** 2.Re8#



57: **1.Rf7+ Kg8 2.Re8#**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58: White to move.

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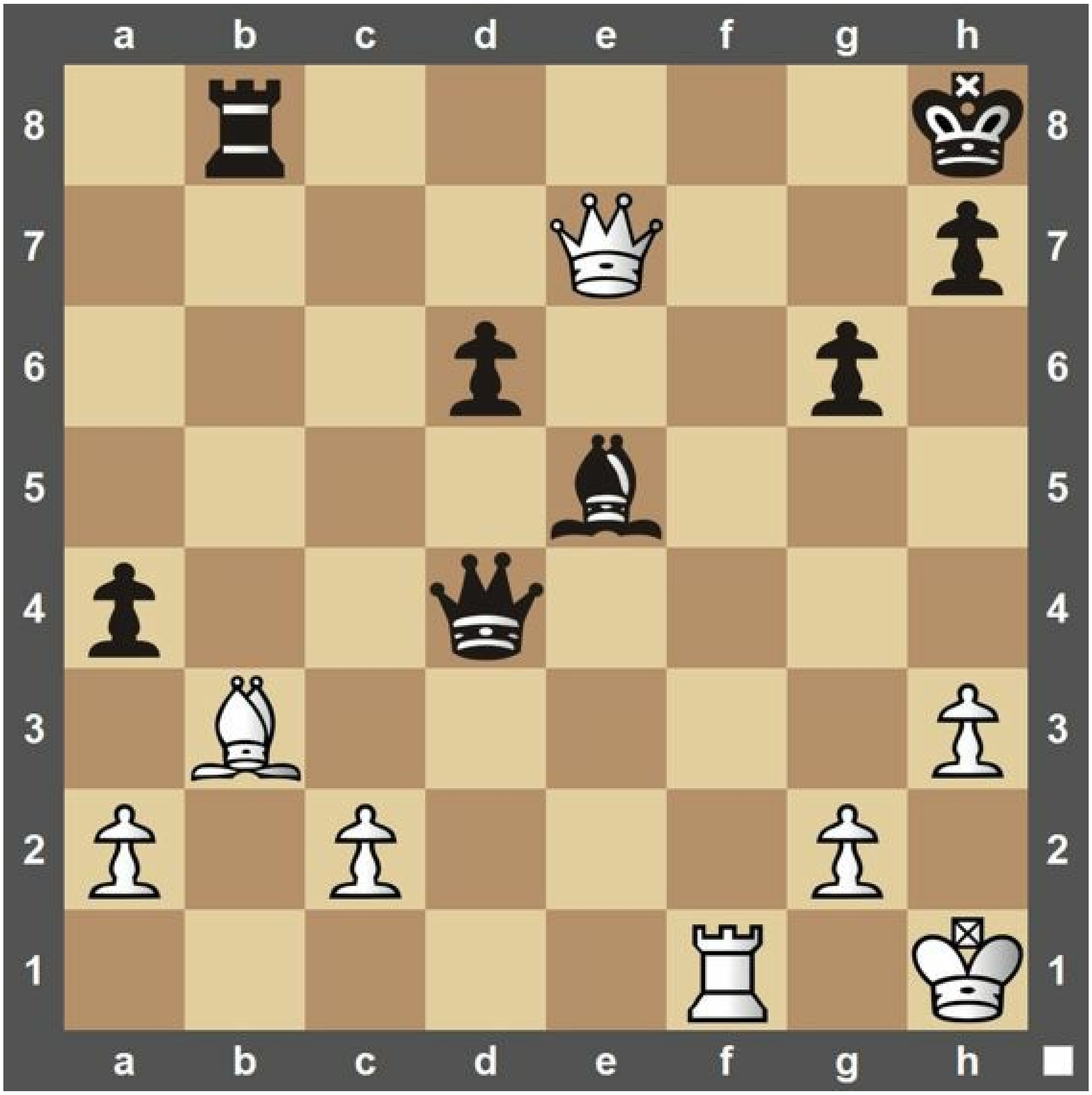
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58: 1.Rf8+ Rxf8 2.Qxf8#

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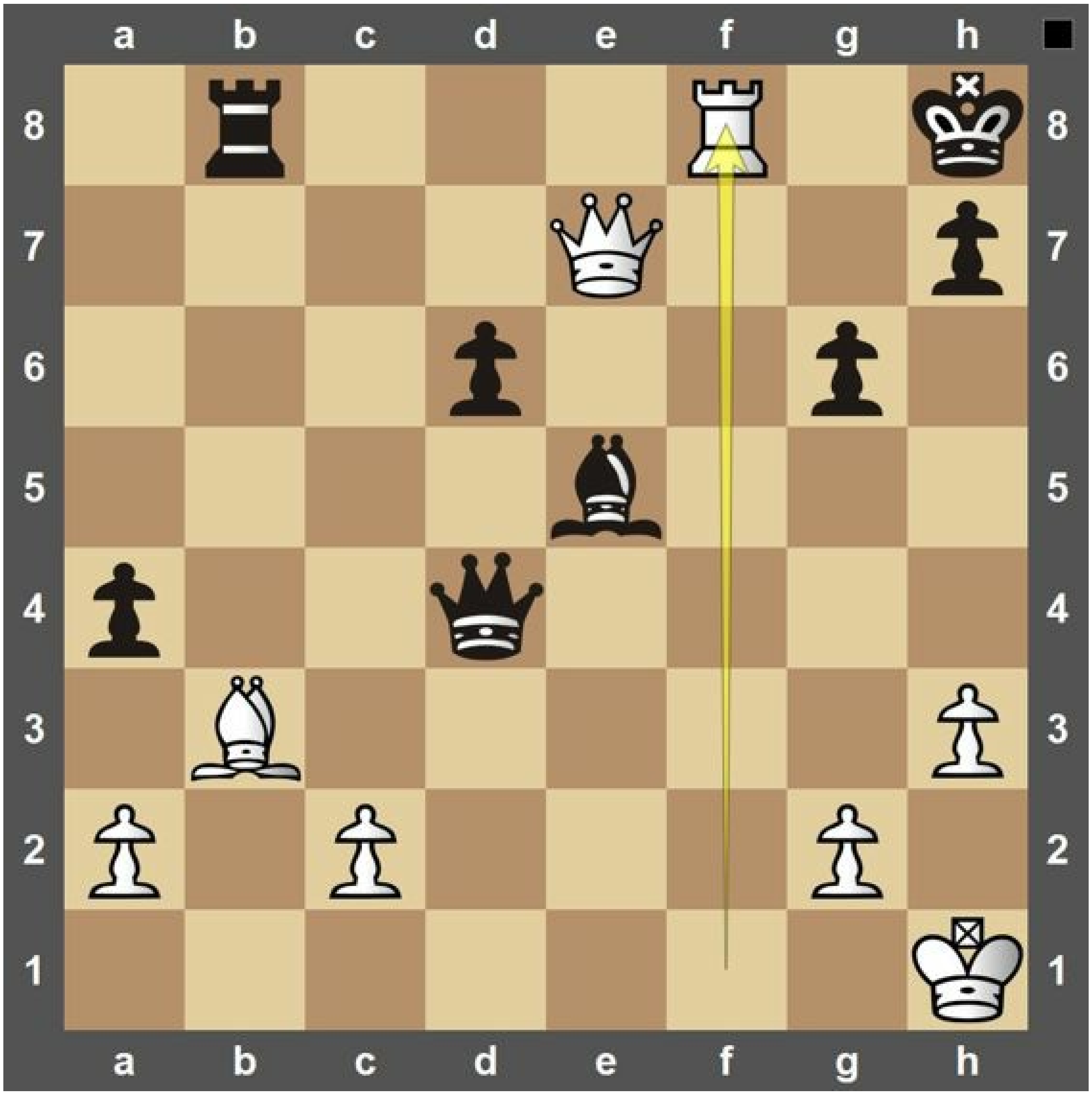
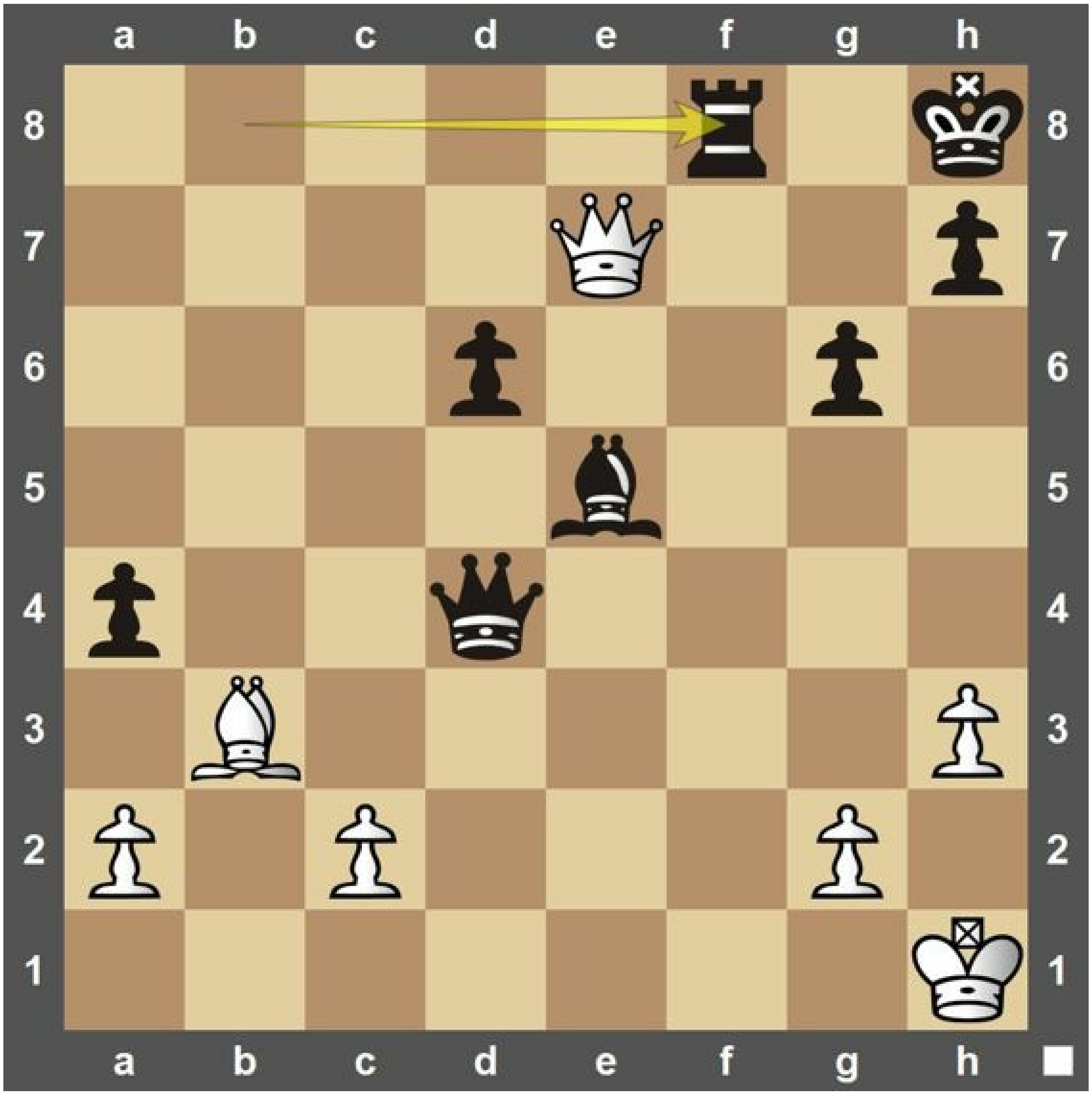
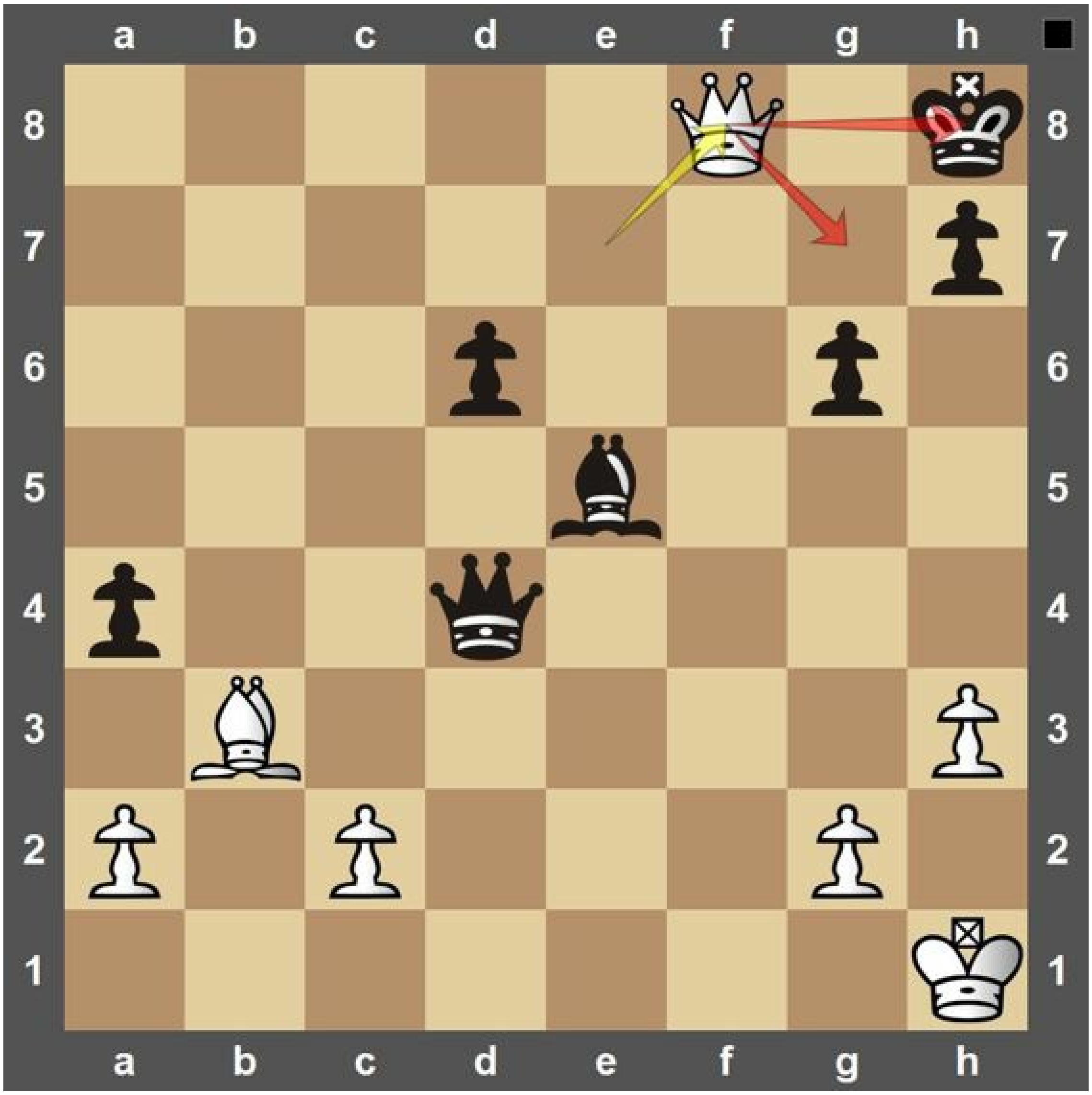


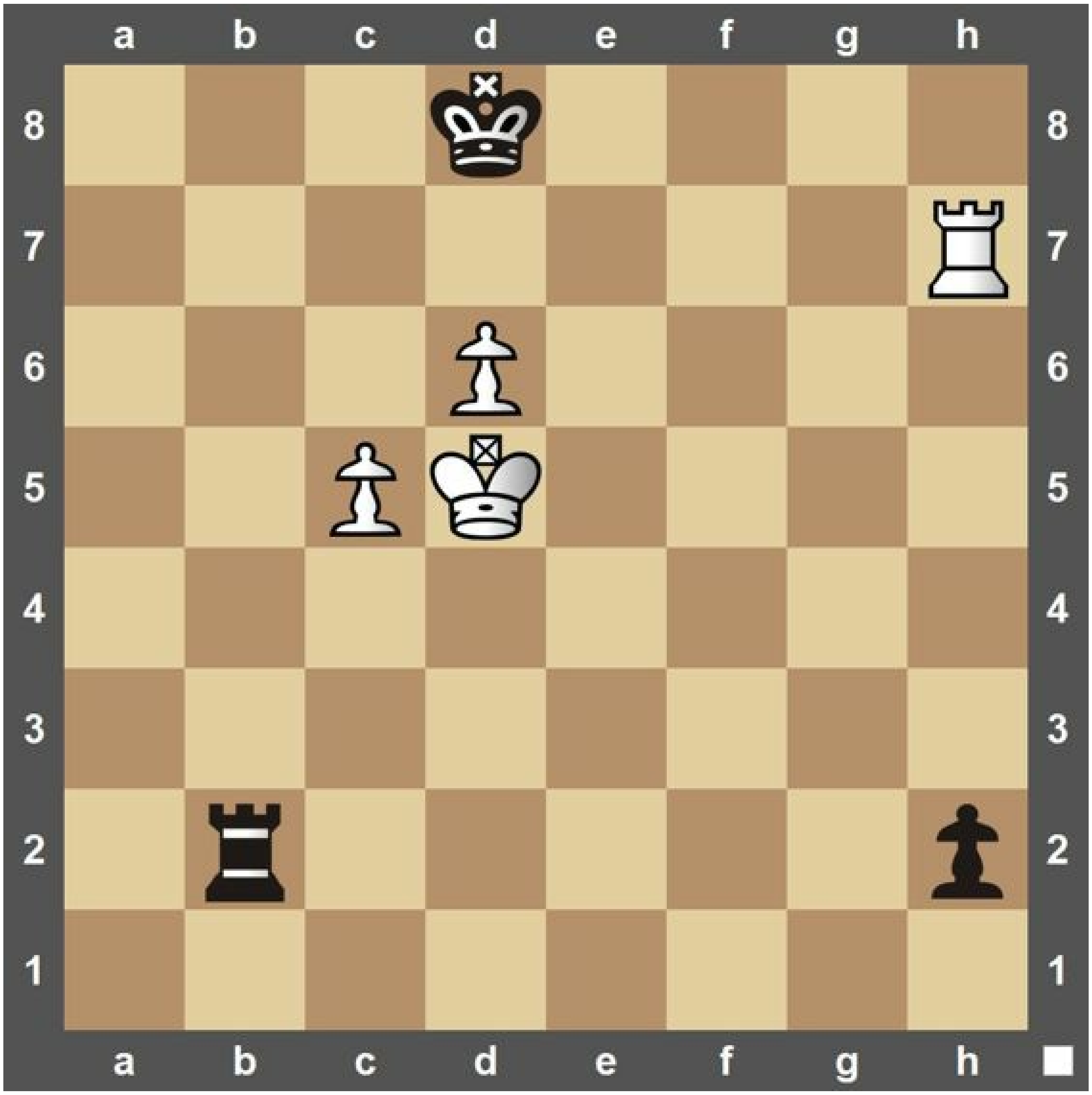
58: **1.Rf8+** Rxf8 2.Qxf8#



58: **1.Rf8+ Rxf8** 2.Qxf8#



58: **1.Rf8+ Rxf8 2.Qxf8#**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59: White to move.

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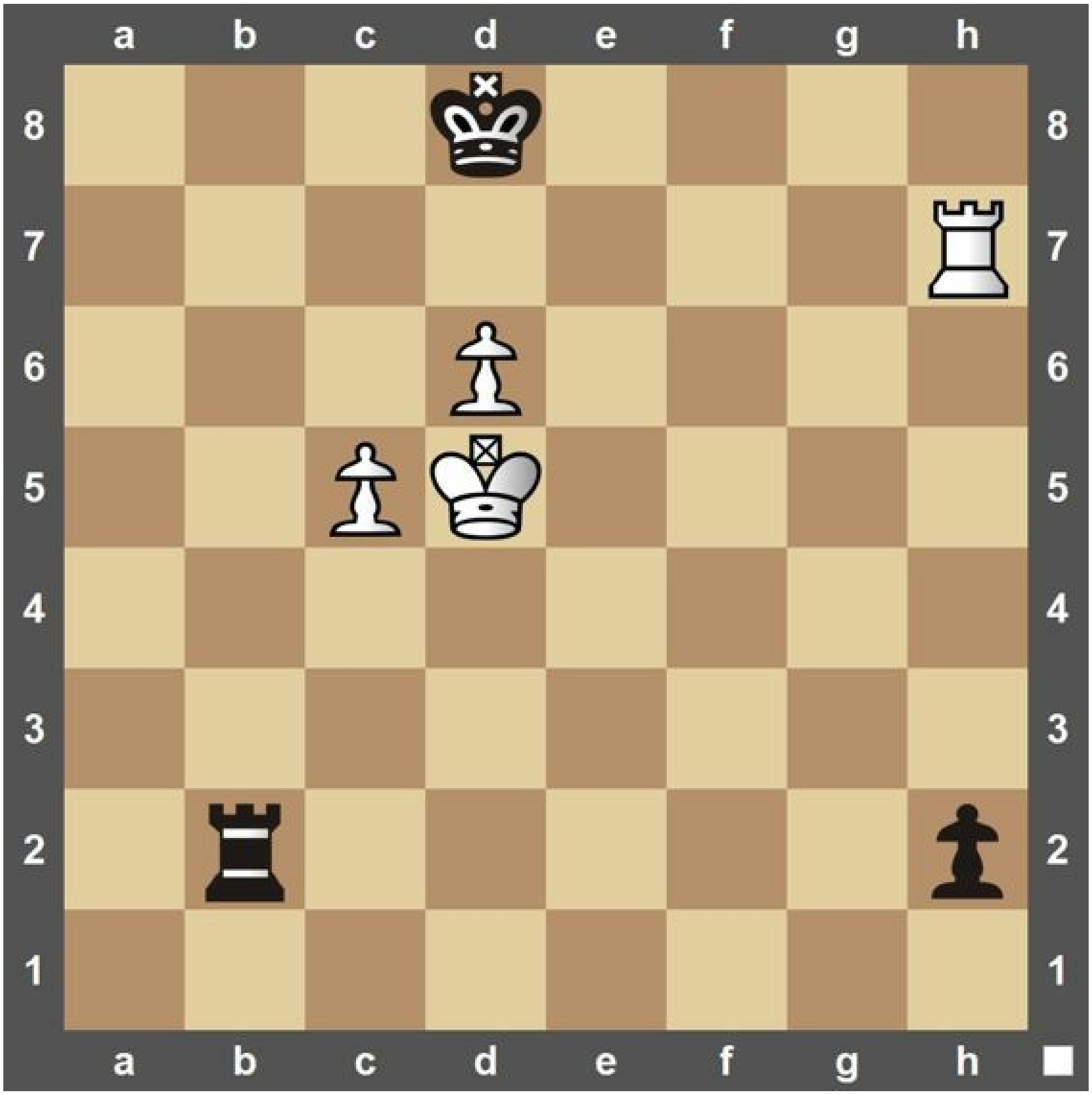

59: 1.Rh8+ Kd7 2.c6#

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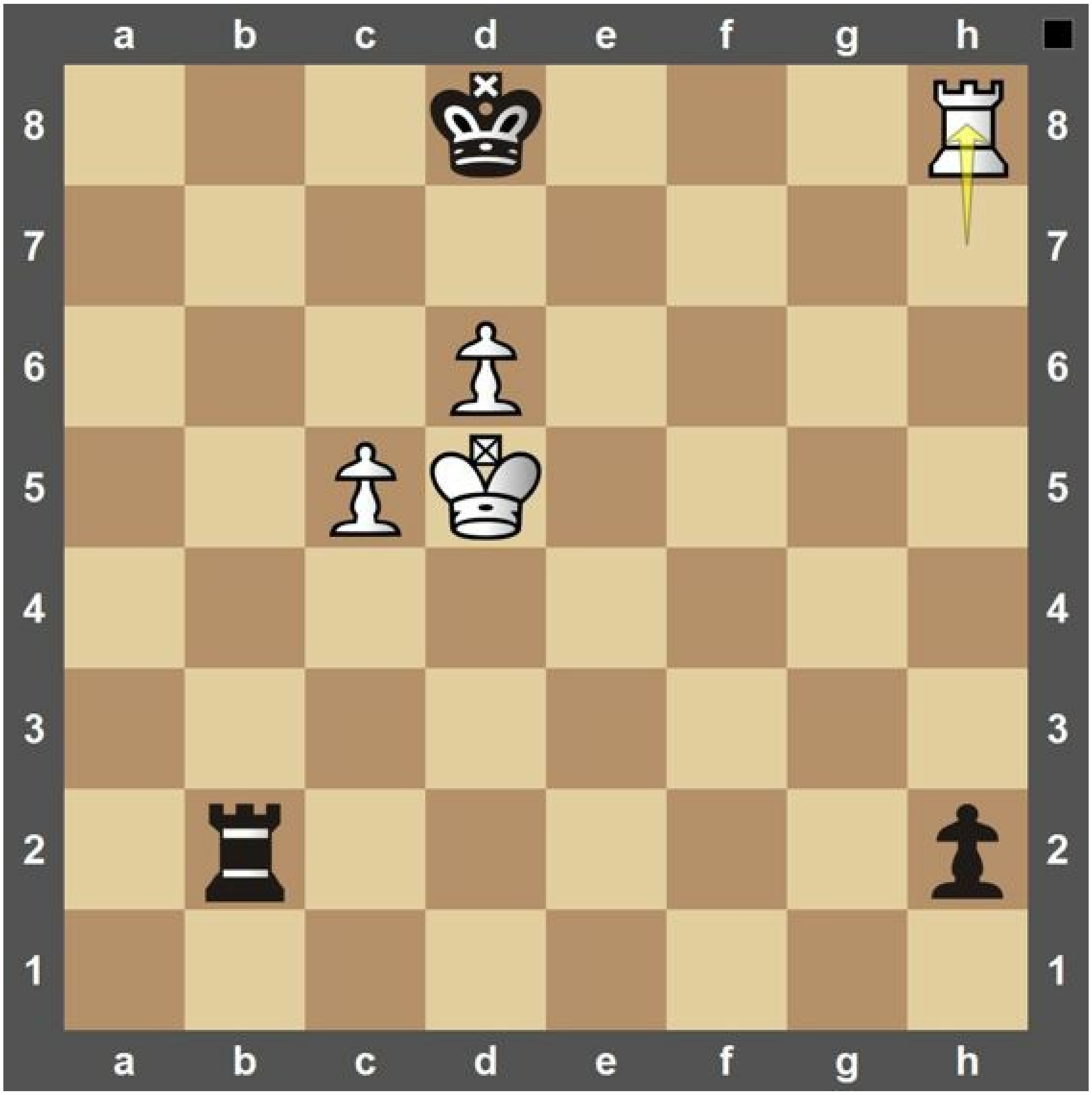
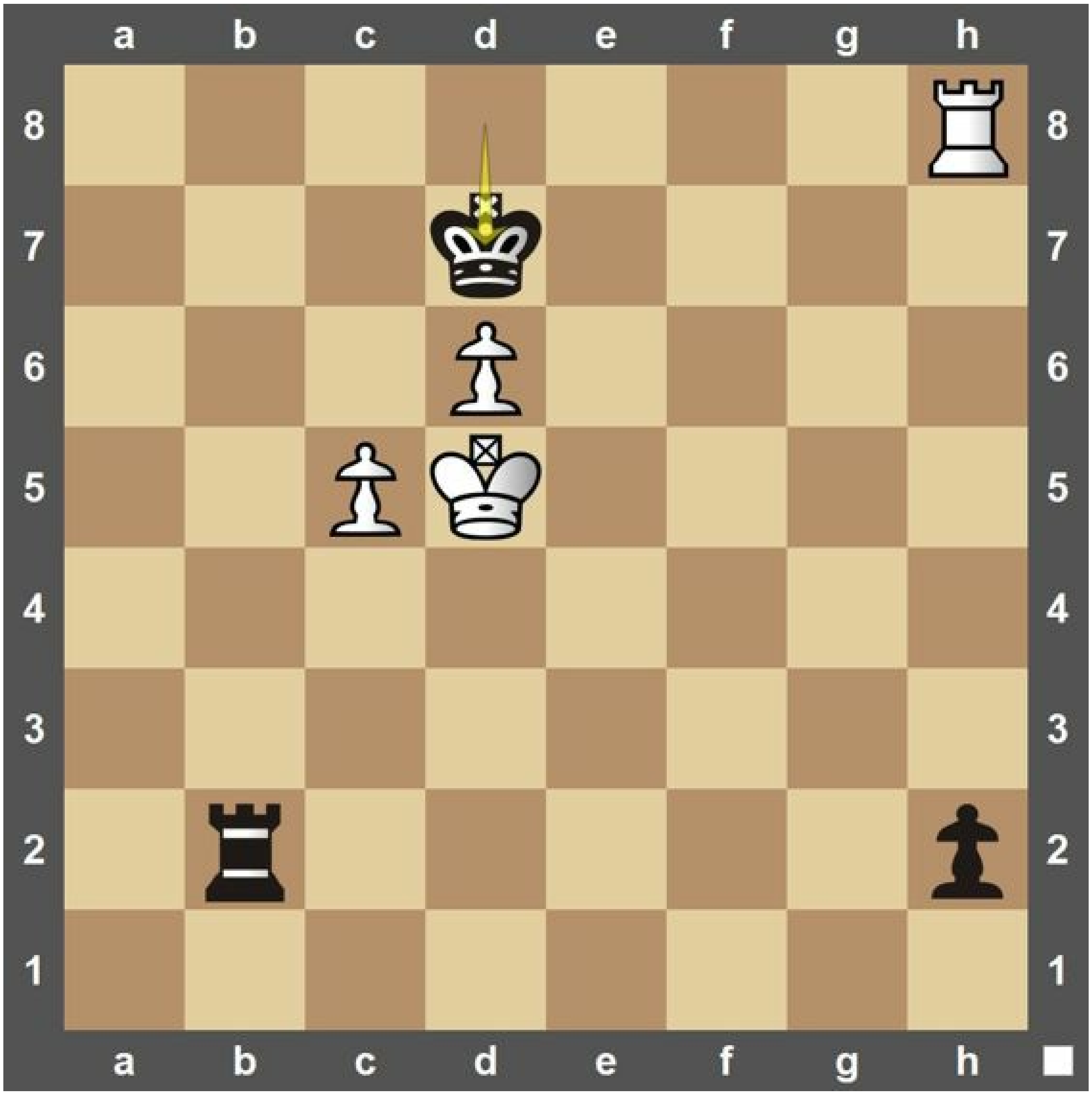
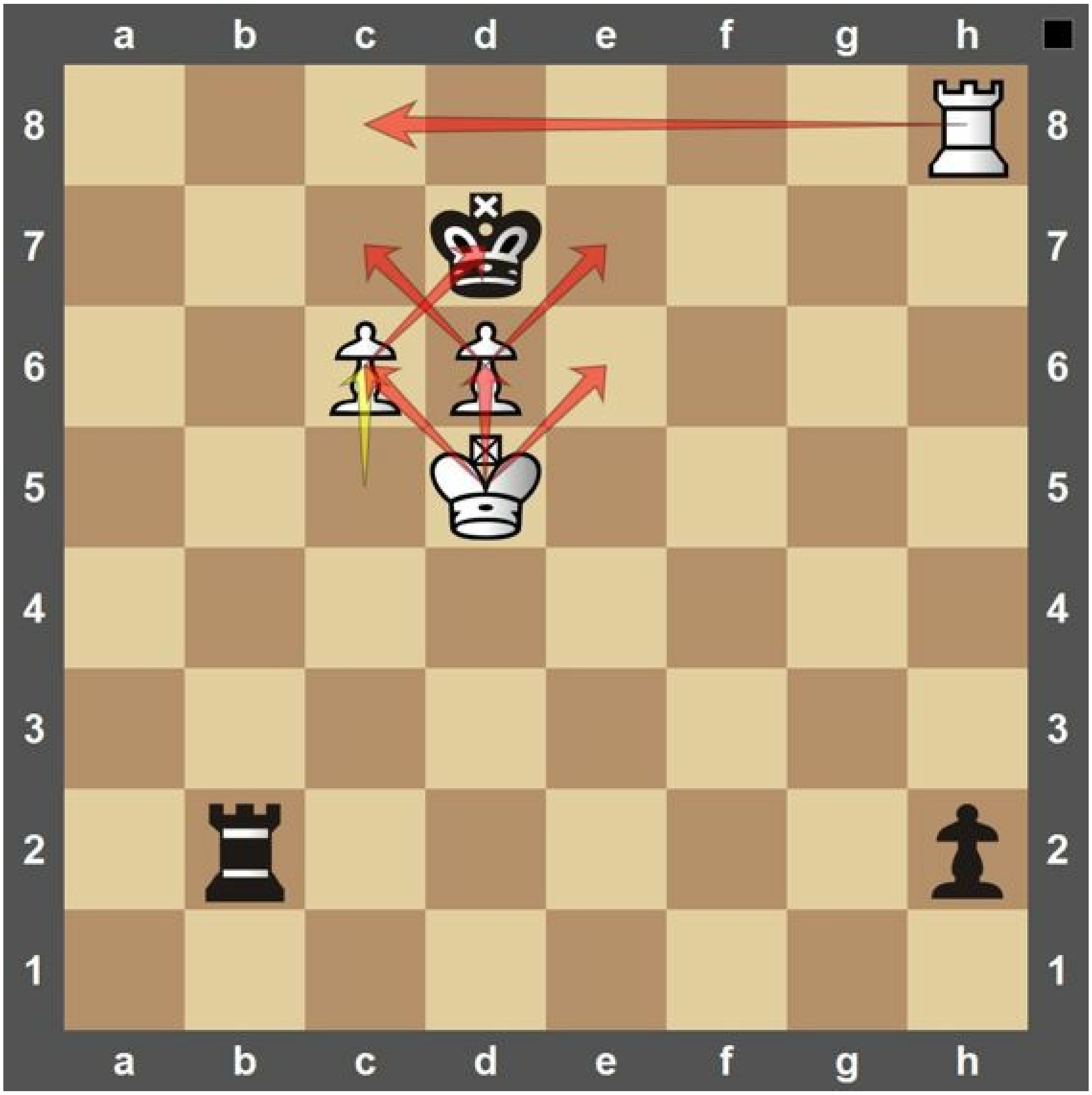


59: **1.Rh8+** Kd7 2.c6#



59: **1.Rh8+ Kd7** 2.c6#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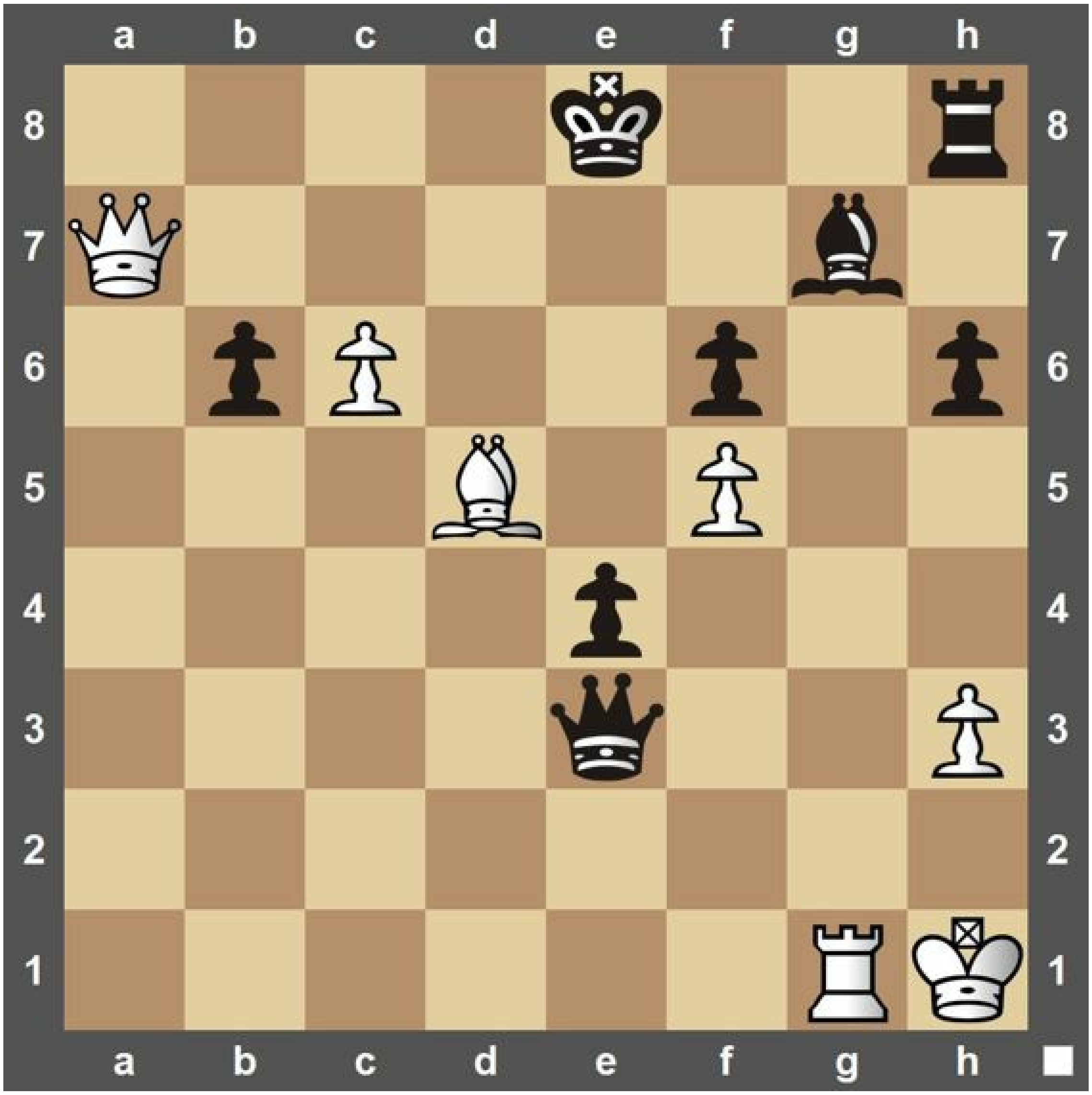
59: **1.Rh8+ Kd7 2.c6#**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60: White to move.

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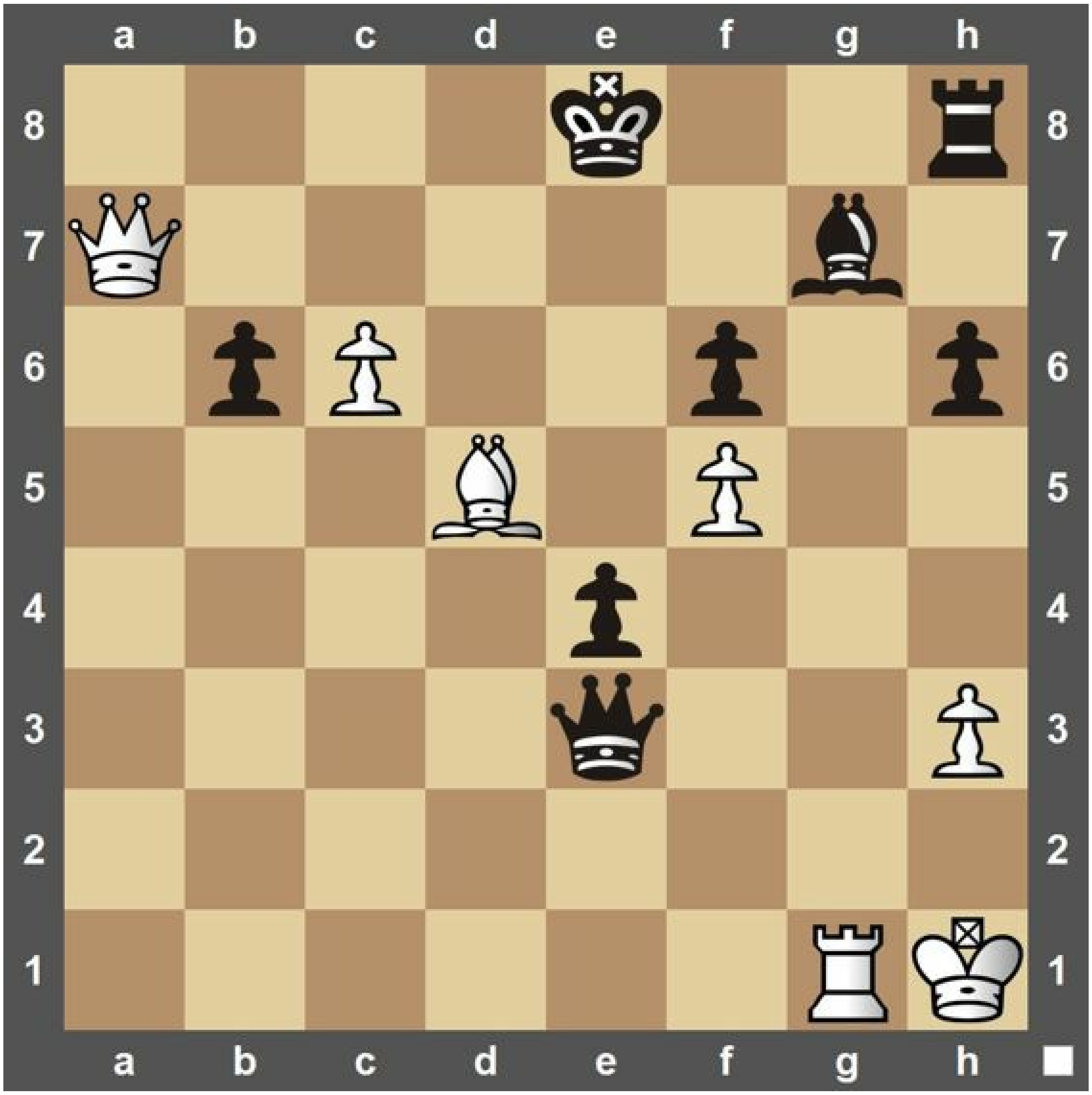

60: 1.Qb8+ [1.Qf7+ Kd8 2.Qd7#; 1.Qd7+ Kf8 2.Qf7# (2.Qd8#)] 1...Ke7 2.Rxg7#

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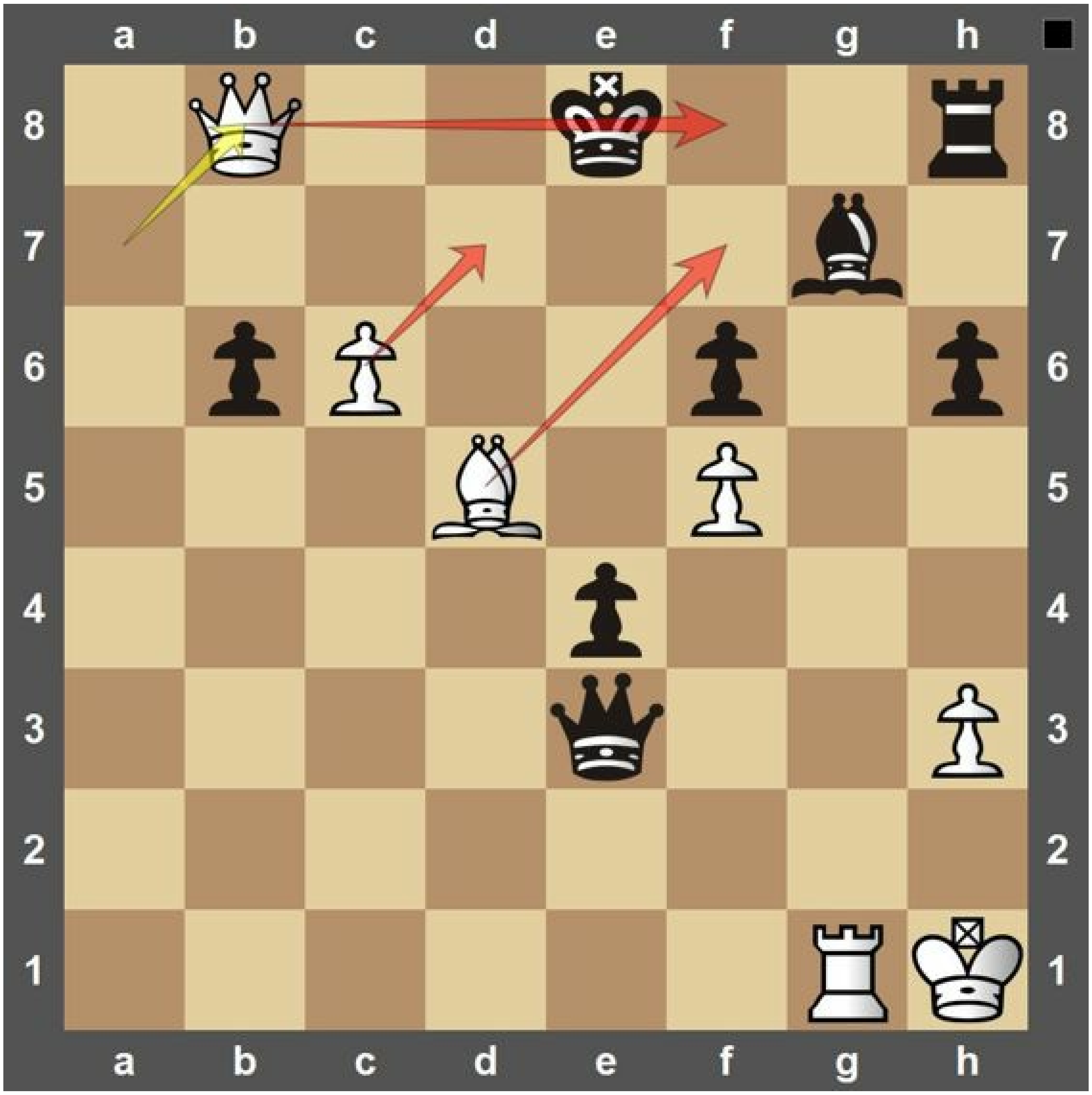
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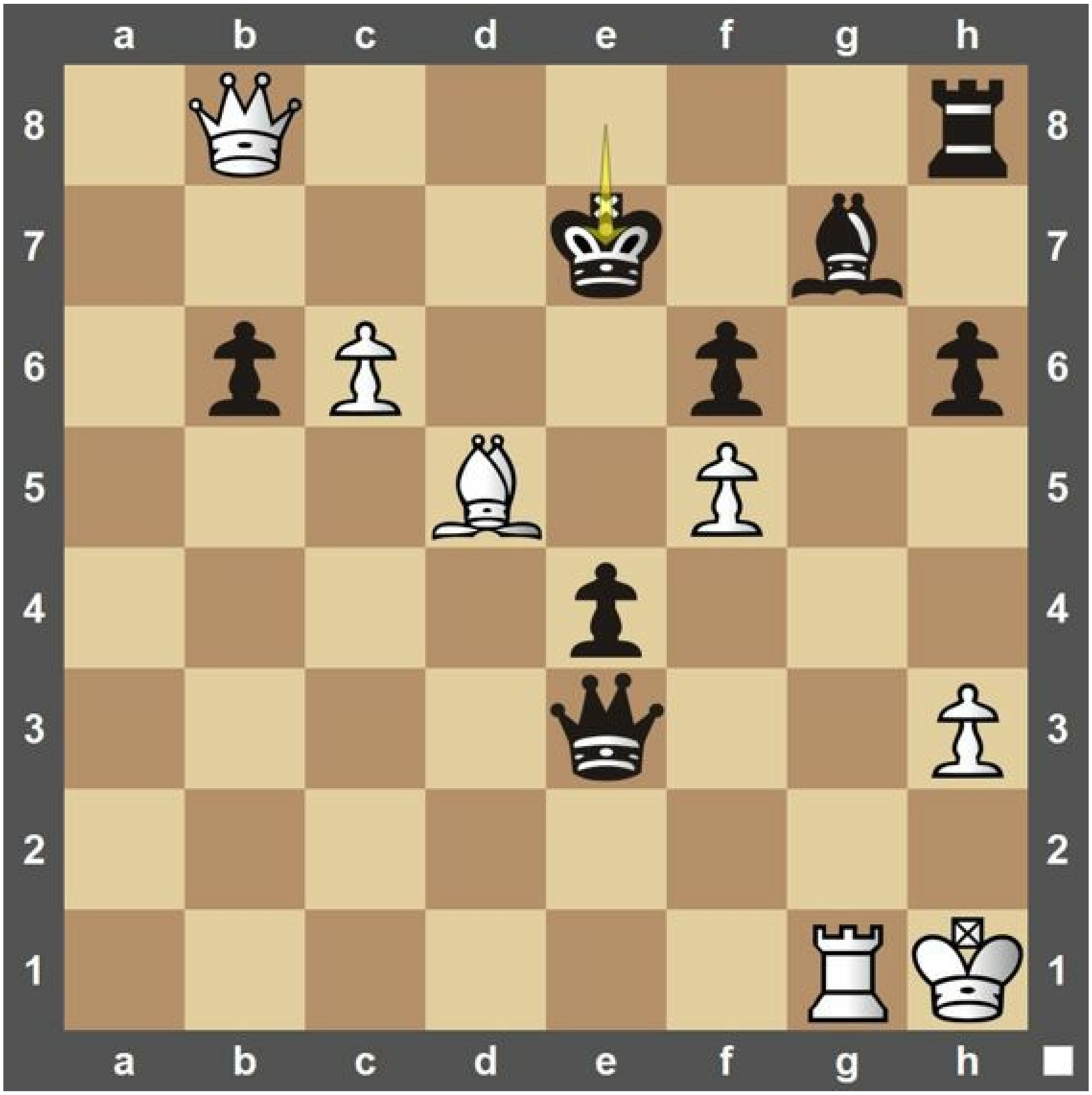
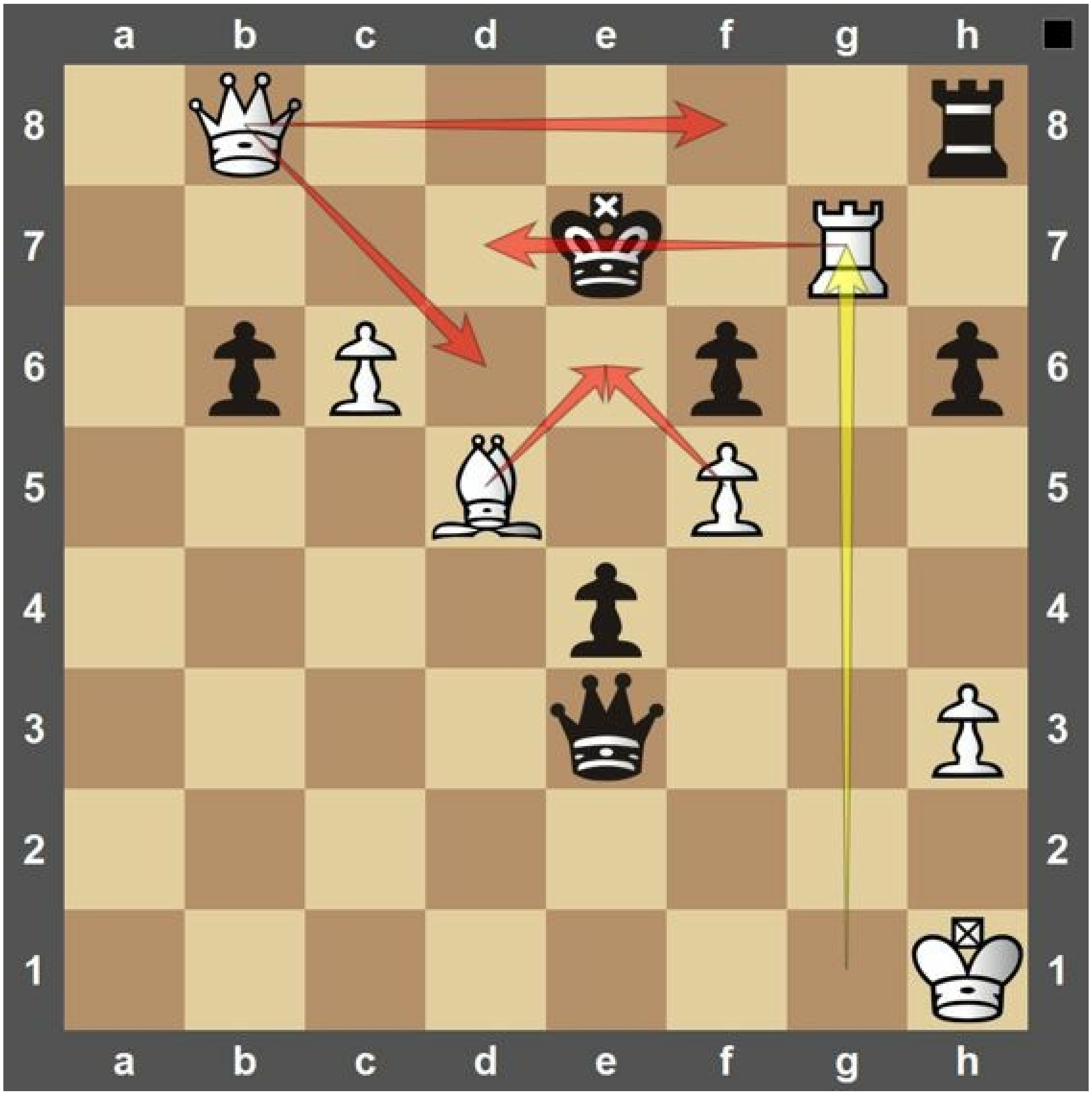
60: **1.Qb8+** [1.Qf7+ Kd8 2.Qd7#; 1.Qd7+ Kf8 2.Qf7# (2.Qd8#)] 1...Ke7 2.Rxg7#



60: **1.Qb8+** [1.Qf7+ Kd8 2.Qd7#; 1.Qd7+ Kf8 2.Qf7# (2.Qd8#)] **1...Ke7** 2.Rxg7#



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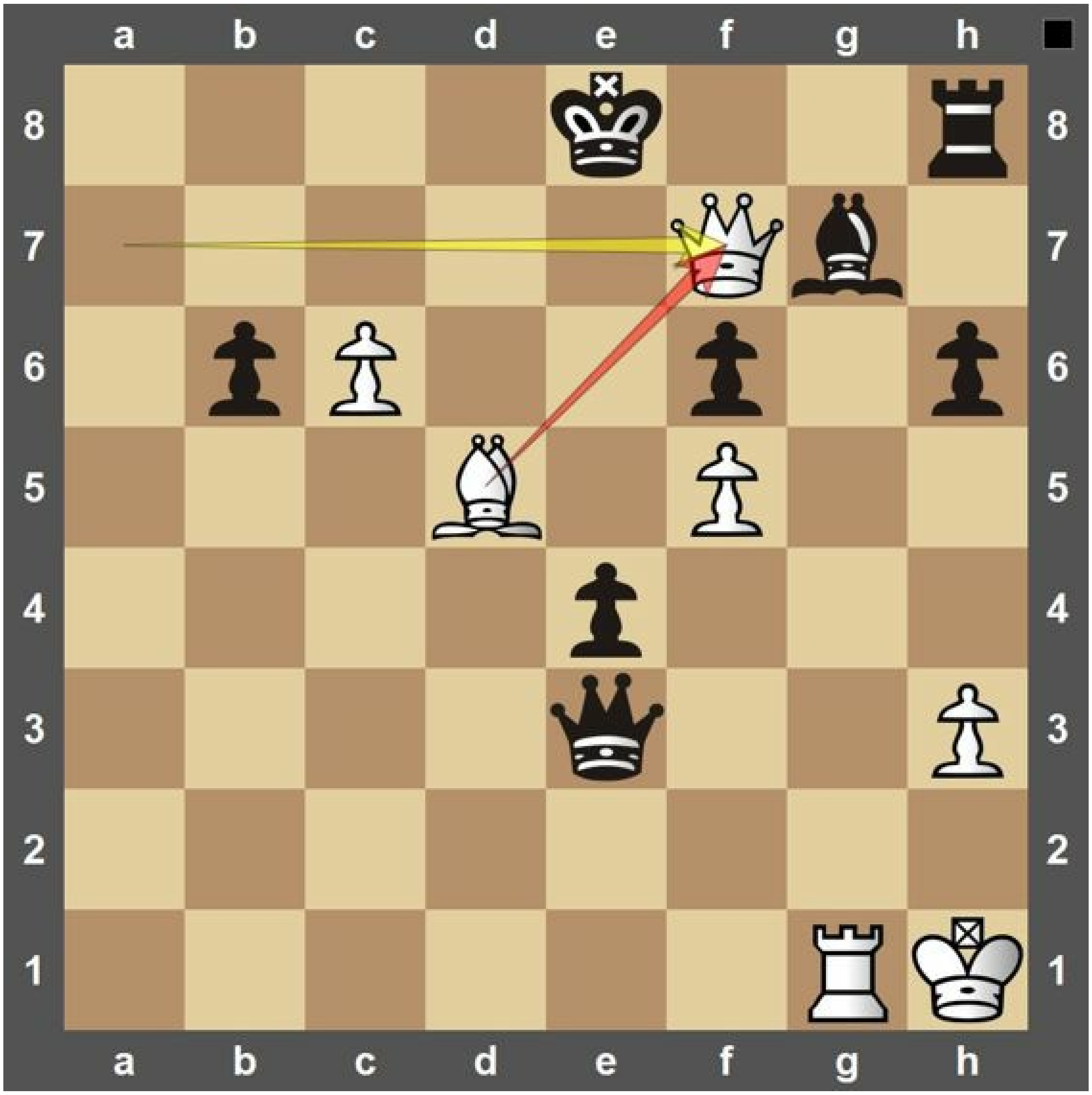
60: **1.Qb8+** [1.Qf7+ Kd8 2.Qd7#; 1.Qd7+ Kf8 2.Qf7# (2.Qd8#)] **1...Ke7 2.Rxg7#**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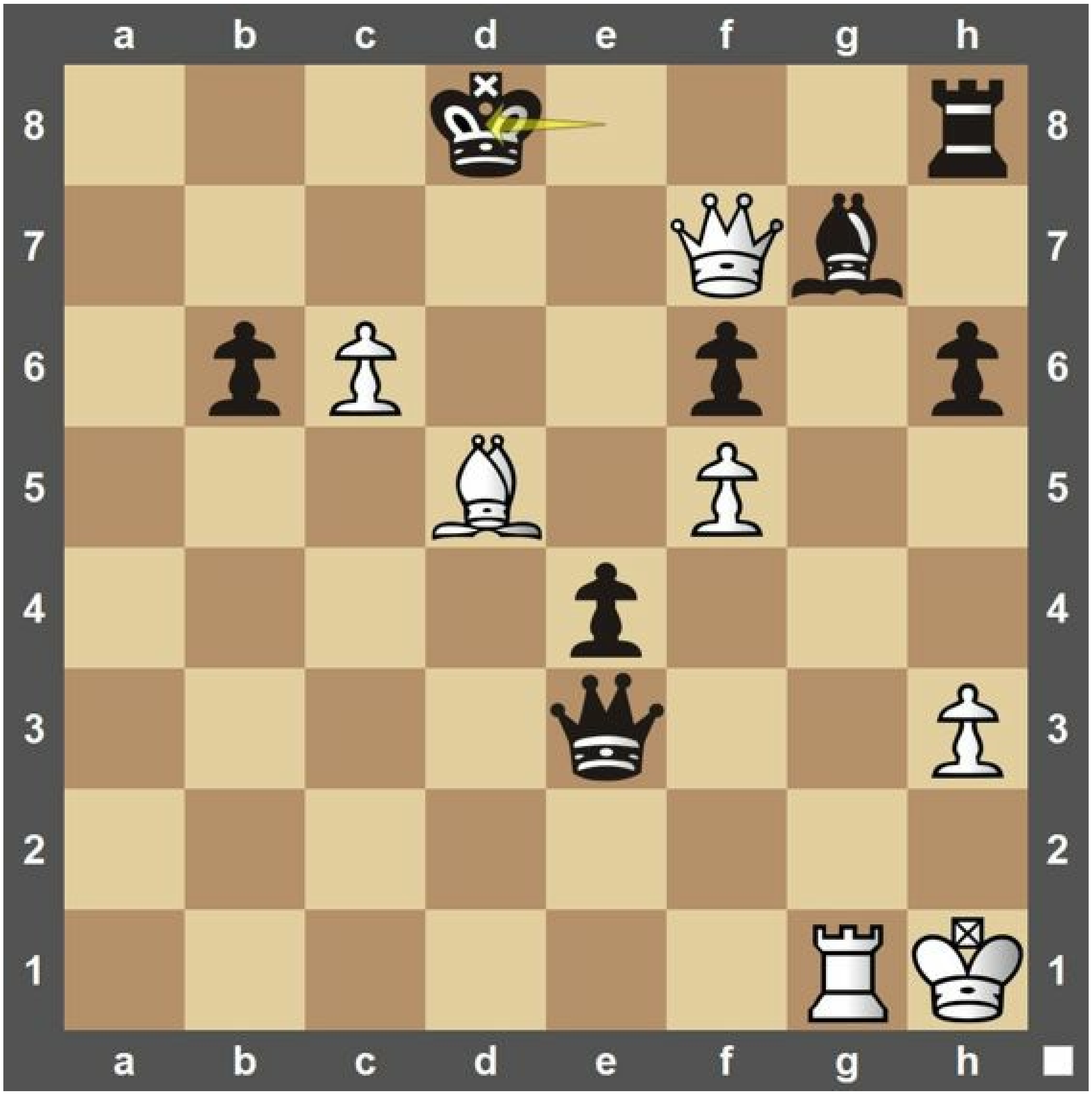
60: 1.Qb8+ [**1.Qf7+** Kd8 2.Qd7#; 1.Qd7+ Kf8 2.Qf7# (2.Qd8#)] 1...Ke7 2.Rxg7#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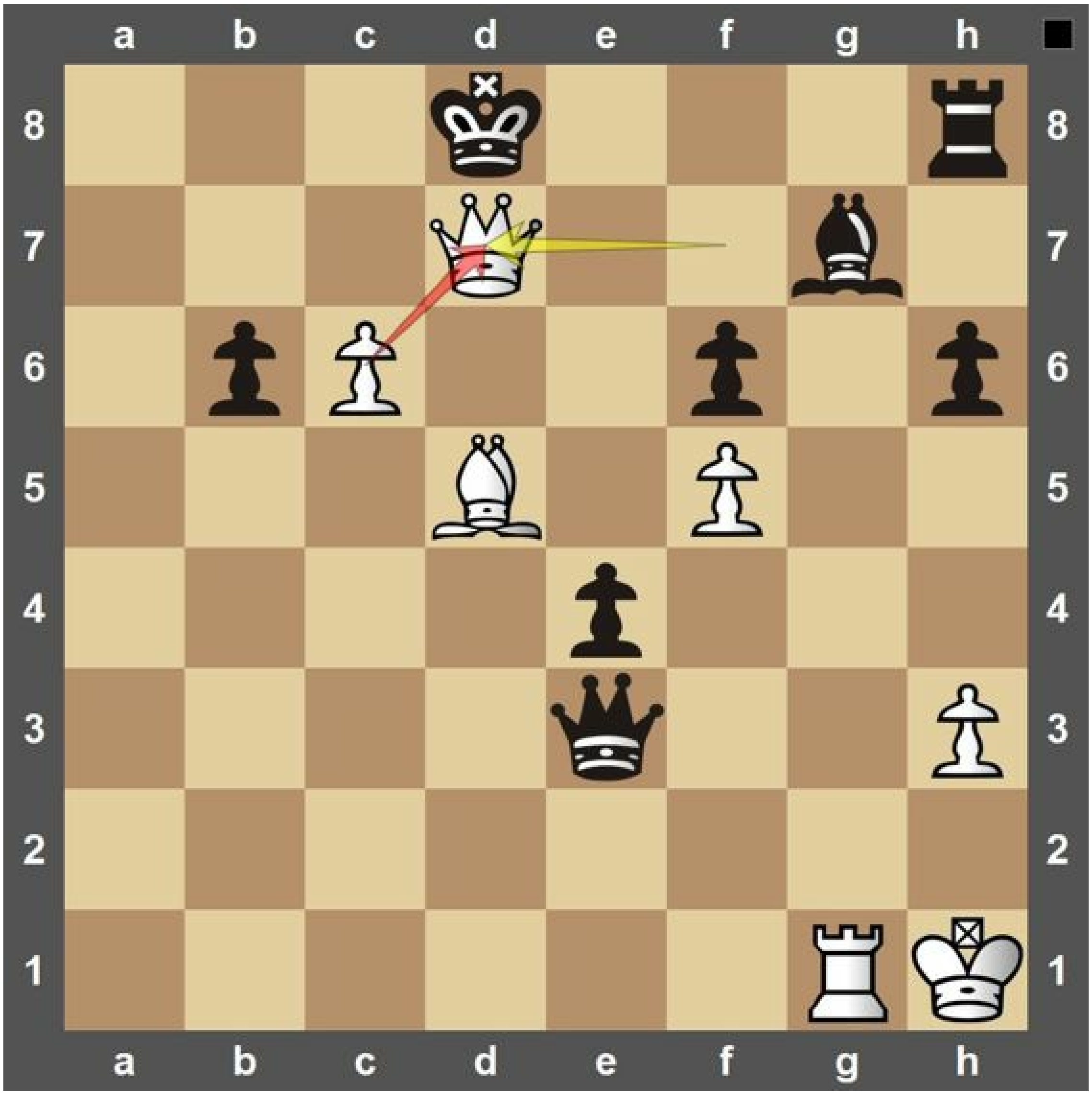
60: 1.Qb8+ [**1.Qf7+ Kd8** 2.Qd7#; 1.Qd7+ Kf8 2.Qf7# (2.Qd8#)] 1...Ke7 2.Rxg7#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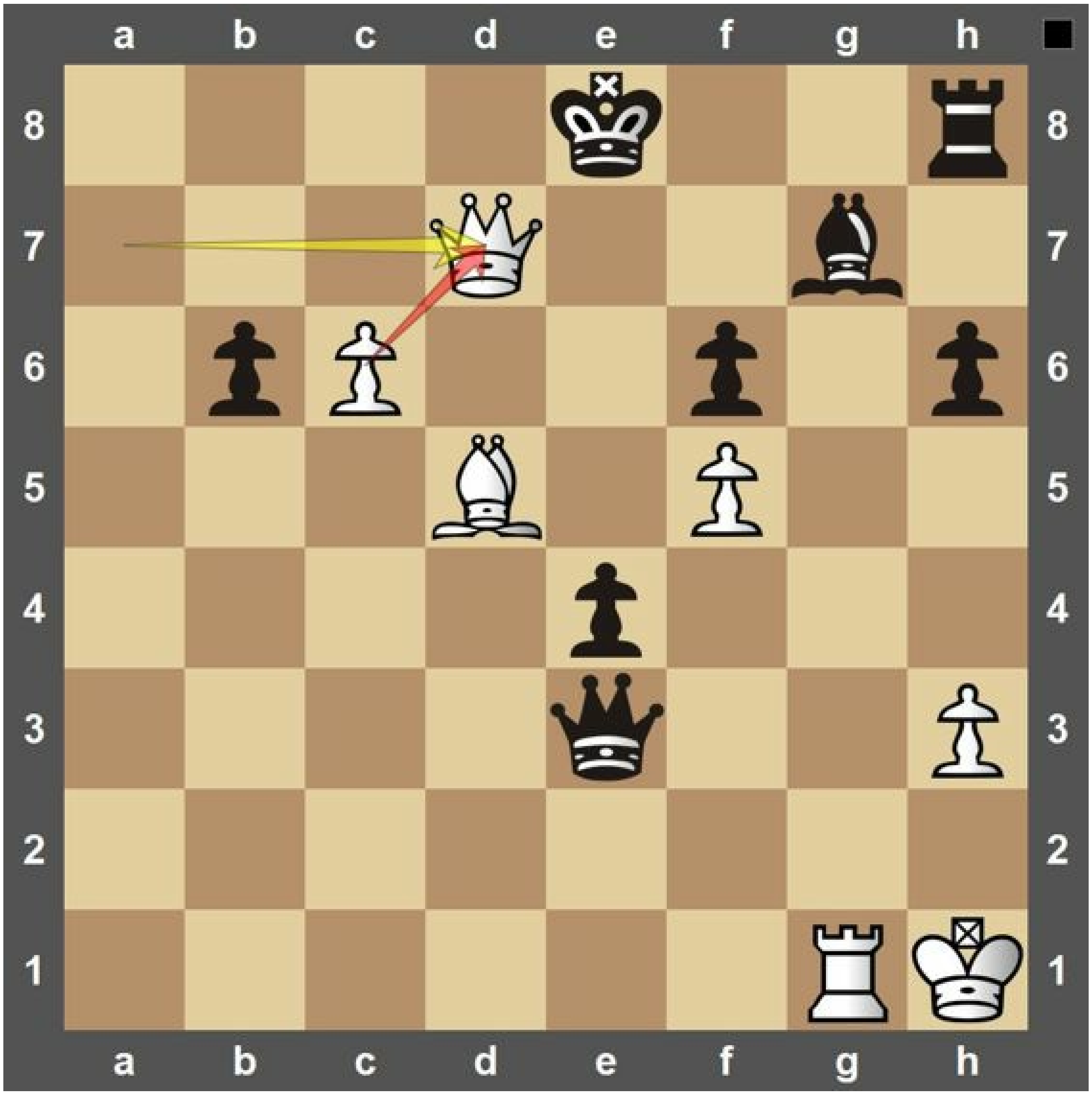
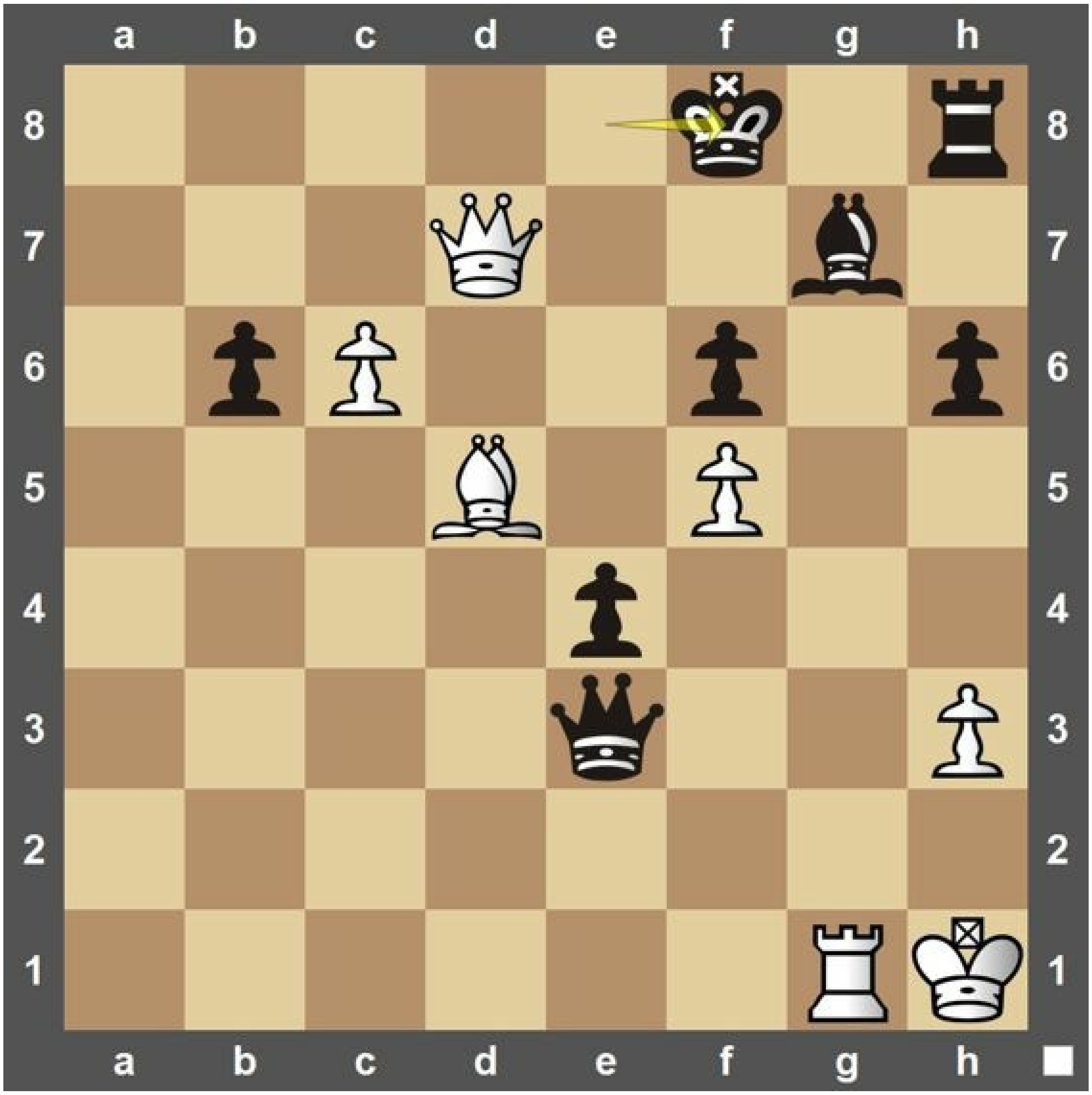
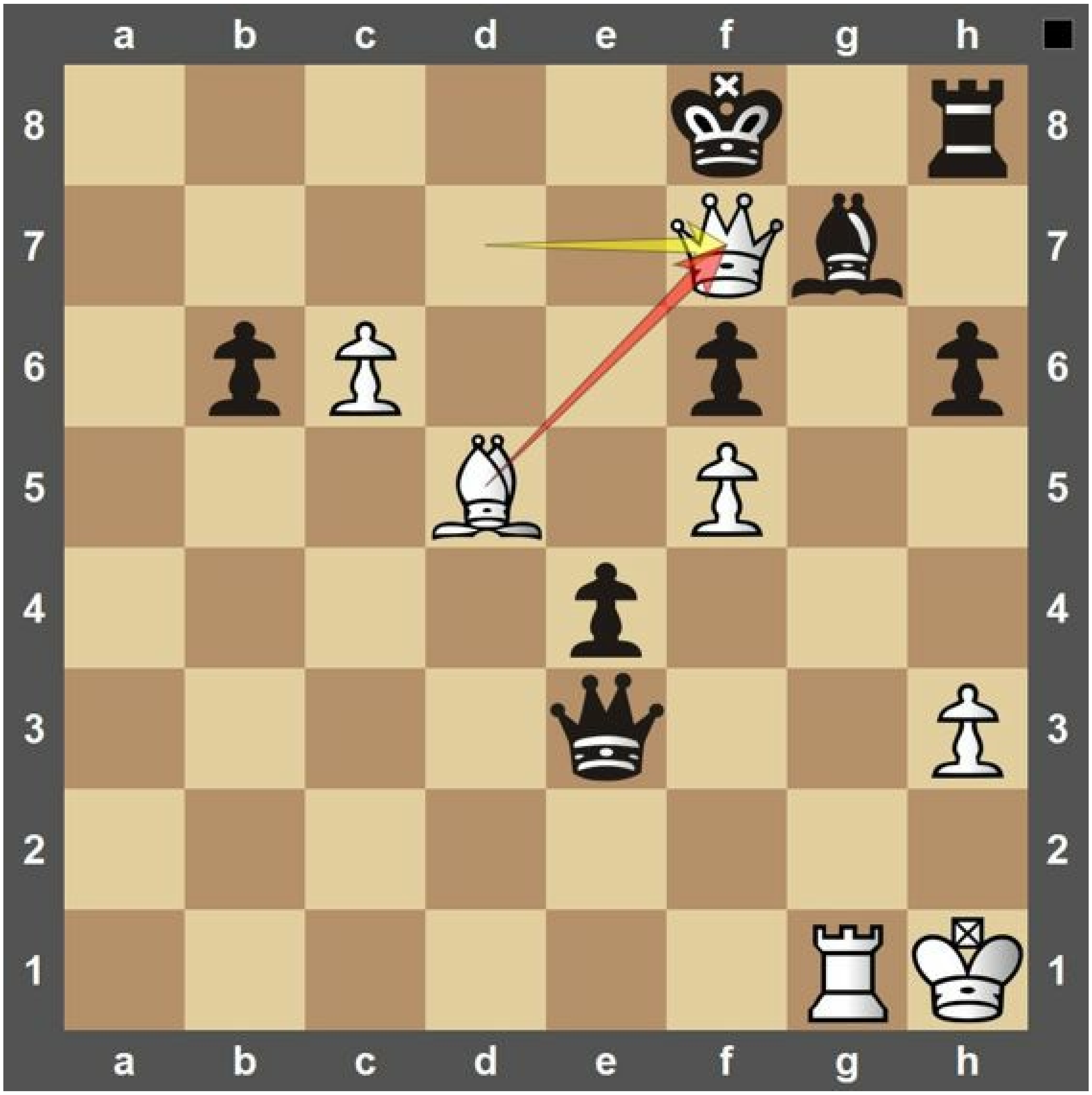
60: 1.Qb8+ [**1.Qf7+ Kd8 2.Qd7#**; 1.Qd7+ Kf8 2.Qf7# (2.Qd8#)] 1...Ke7 2.Rxg7#



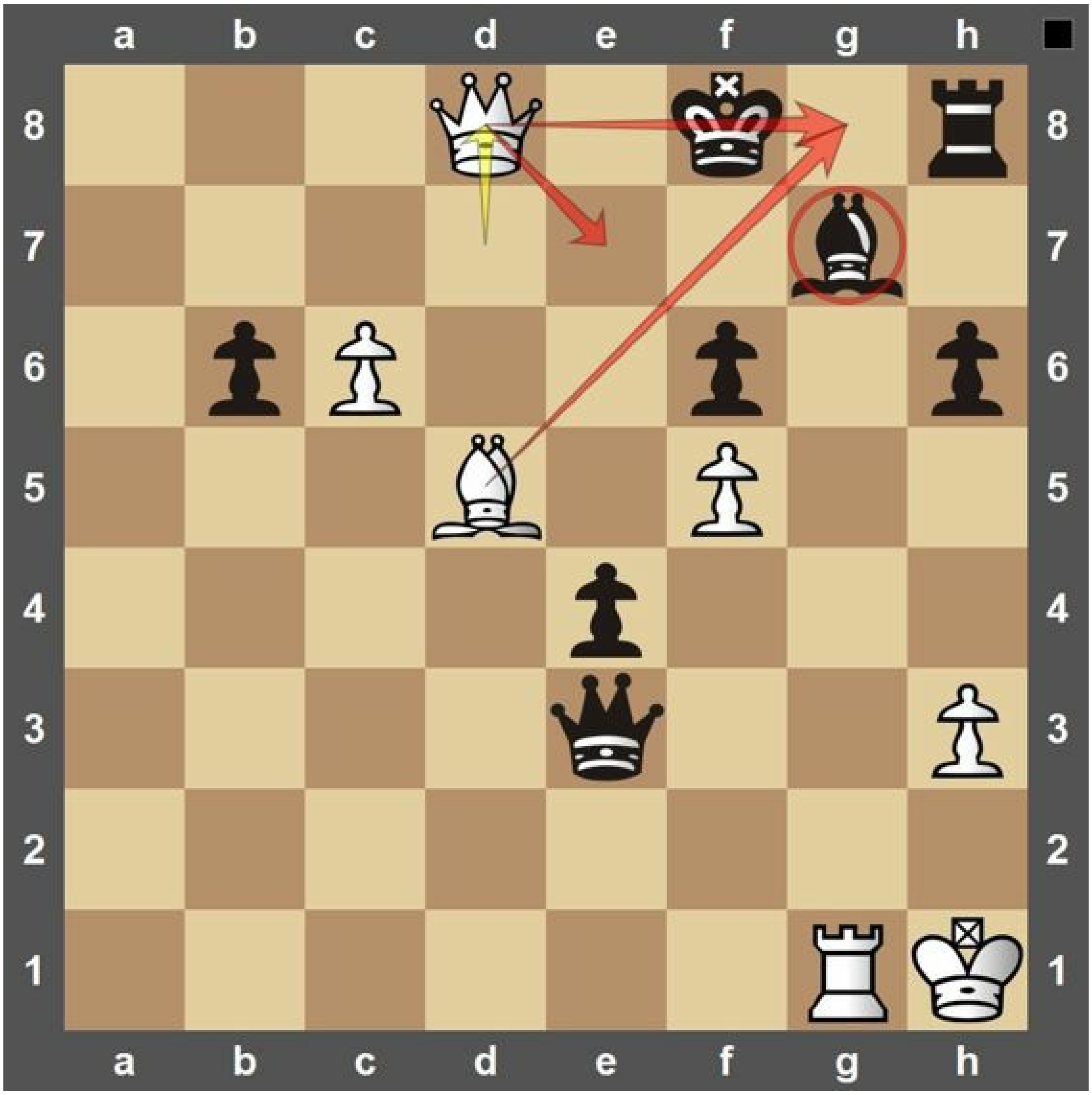
60: 1.Qb8+ [1.Qf7+ Kd8 2.Qd7#; **1.Qd7+** Kf8 2.Qf7# (2.Qd8#)] 1...Ke7 2.Rxg7#



60: 1.Qb8+ [1.Qf7+ Kd8 2.Qd7#; **1.Qd7+ Kf8** 2.Qf7# (2.Qd8#)] 1...Ke7 2.Rxg7#



60: 1.Qb8+ [1.Qf7+ Kd8 2.Qd7#; **1.Qd7+ Kf8 2.Qf7#** (2.Qd8#)] 1...Ke7 2.Rxg7#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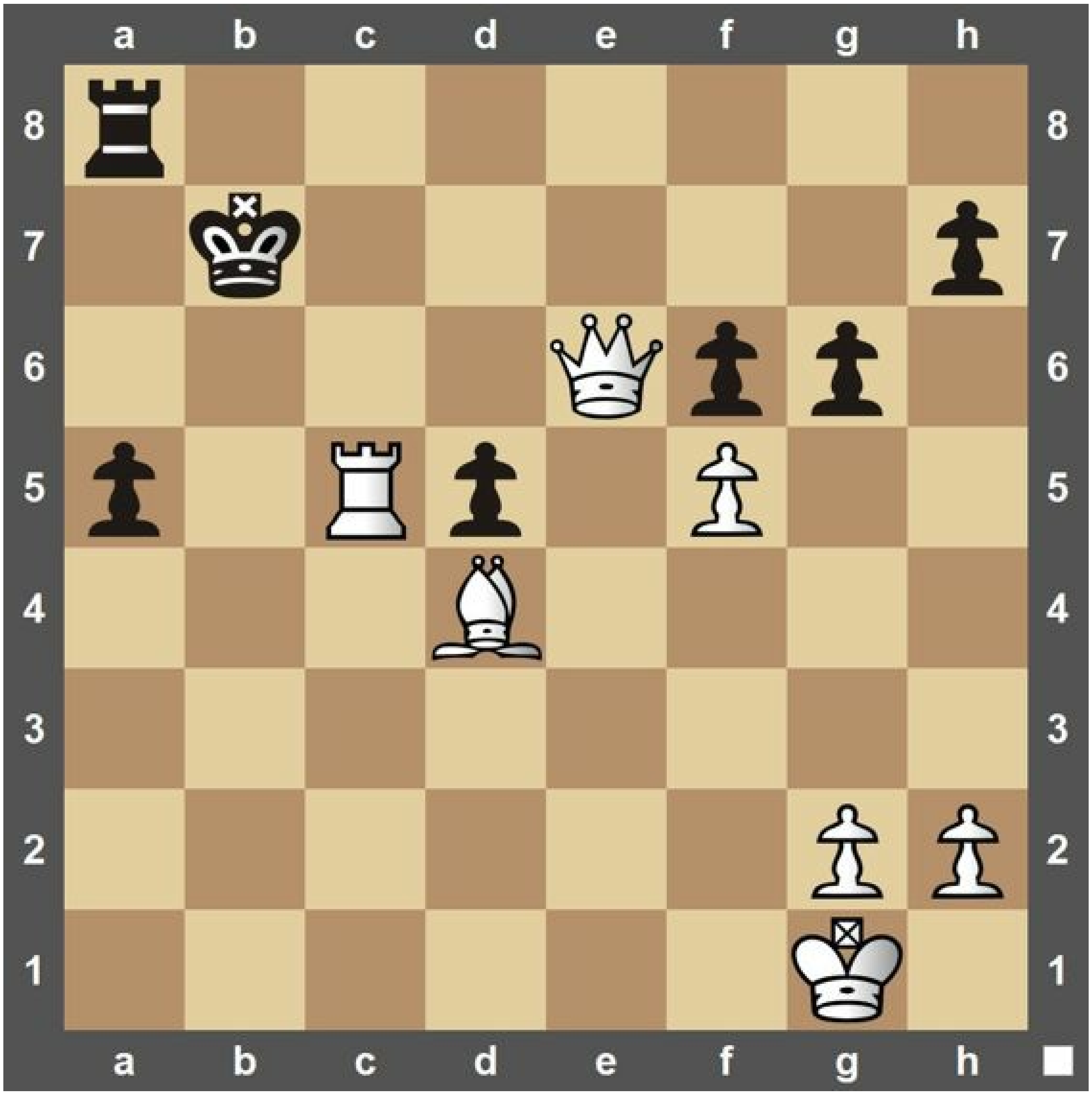
60: 1.Qb8+ [1.Qf7+ Kd8 2.Qd7#; **1.Qd7+ Kf8** 2.Qf7# (**2.Qd8#**)] 1...Ke7 2.Rxg7#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61: White to move.

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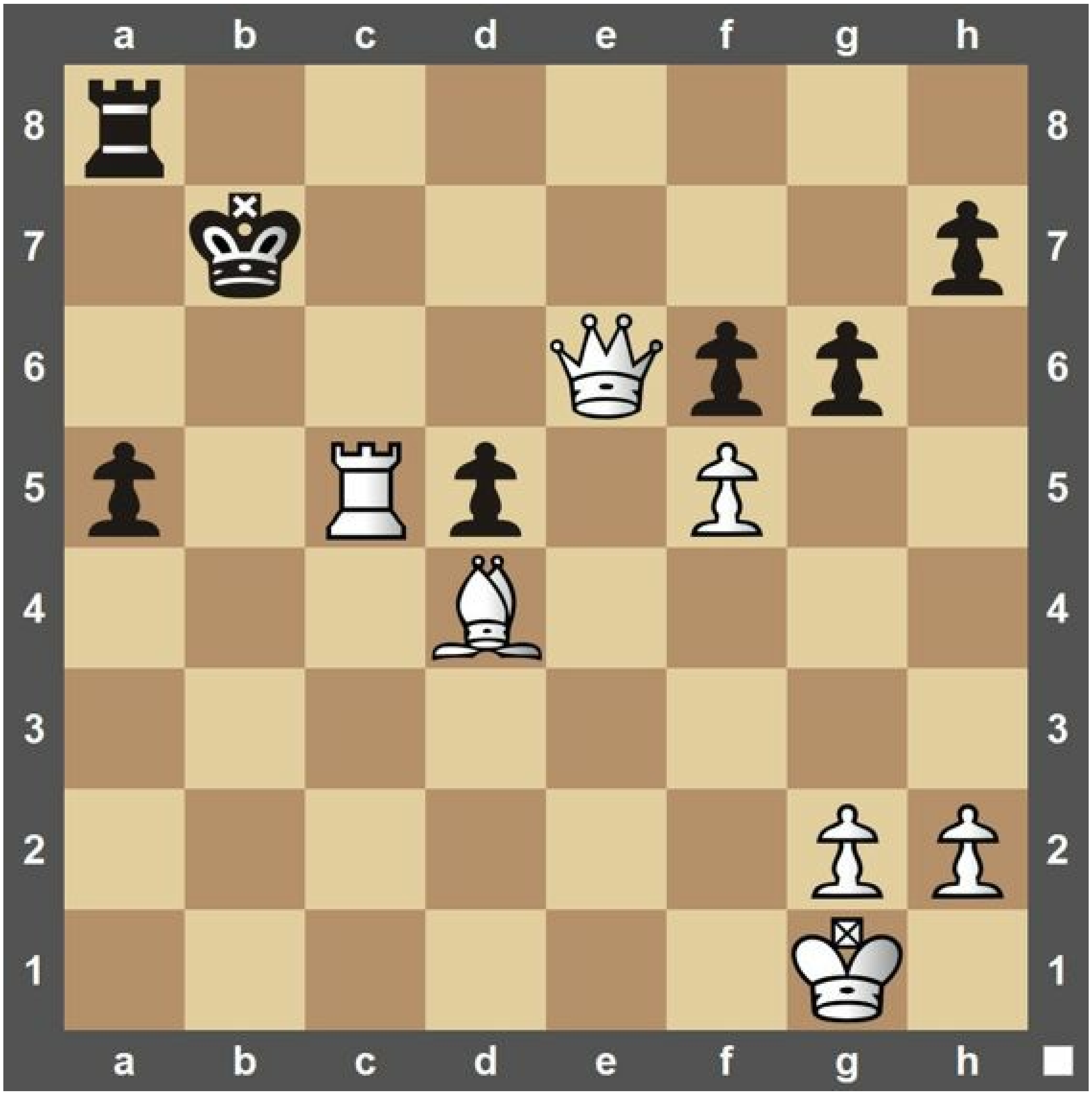

61: 1.Qc6+ Kb8 [1...Ka7 2.Rb5#] 2.Rb5# [2.Qc7#; 2.Qb6#]

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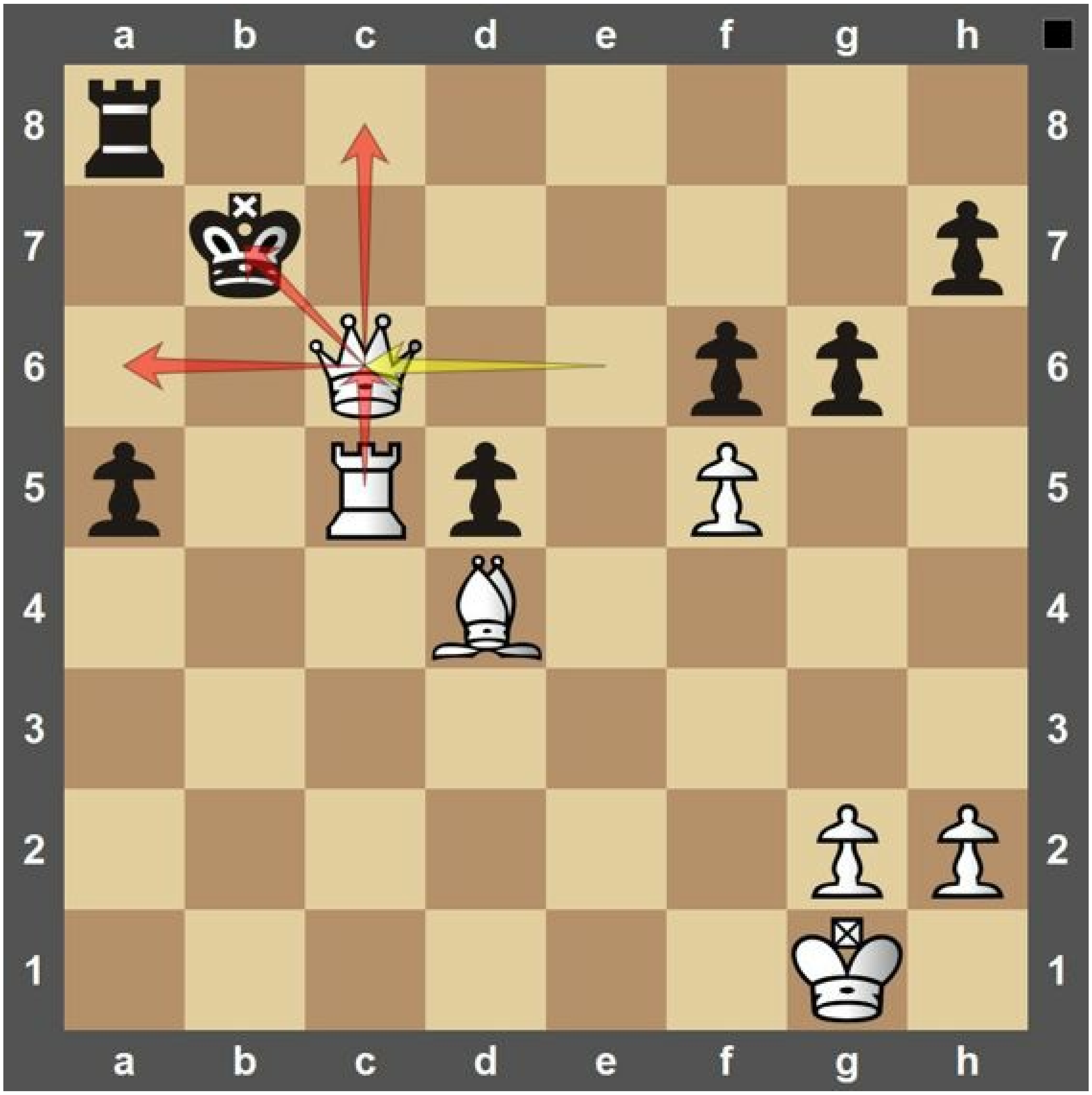
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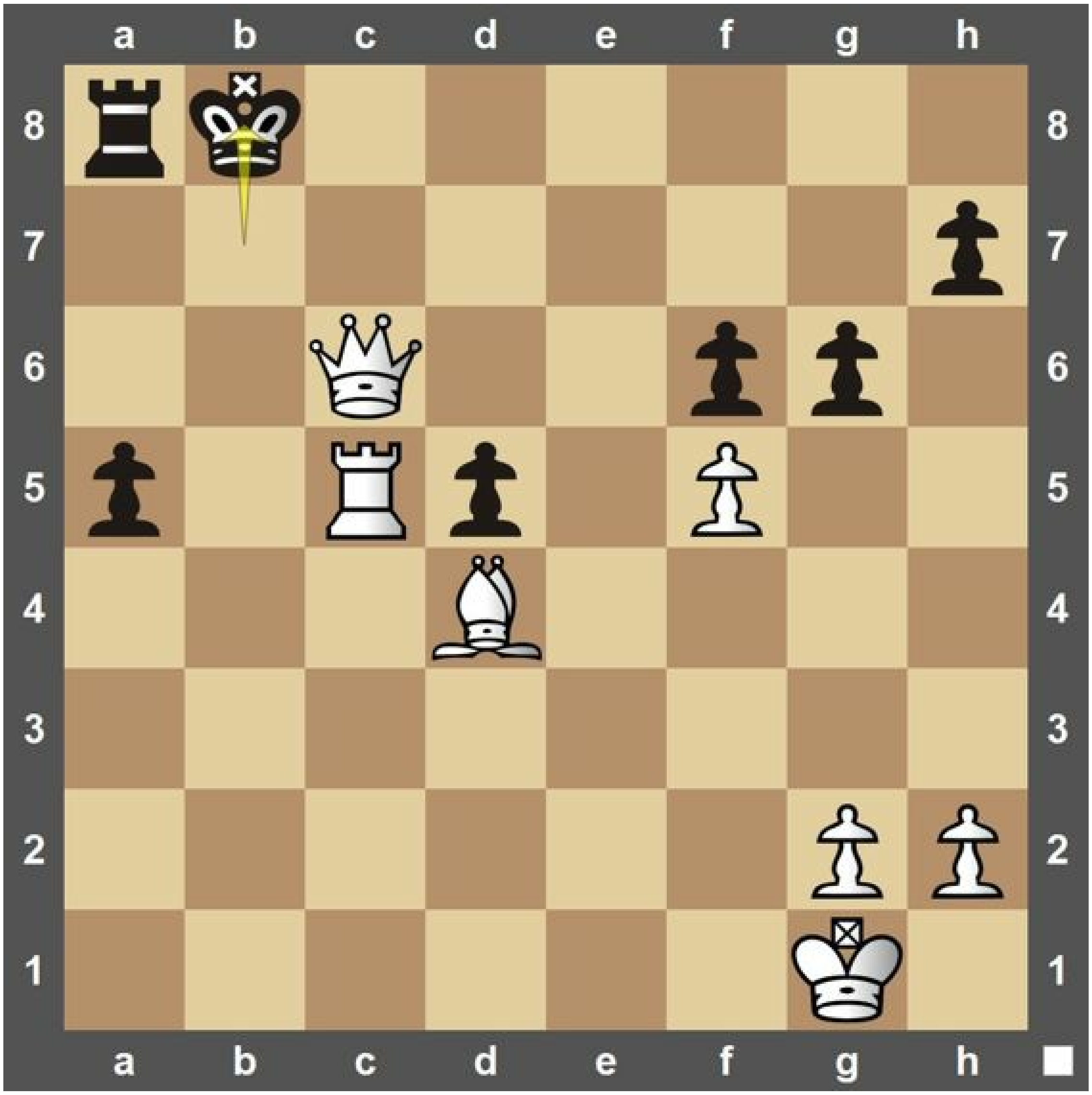
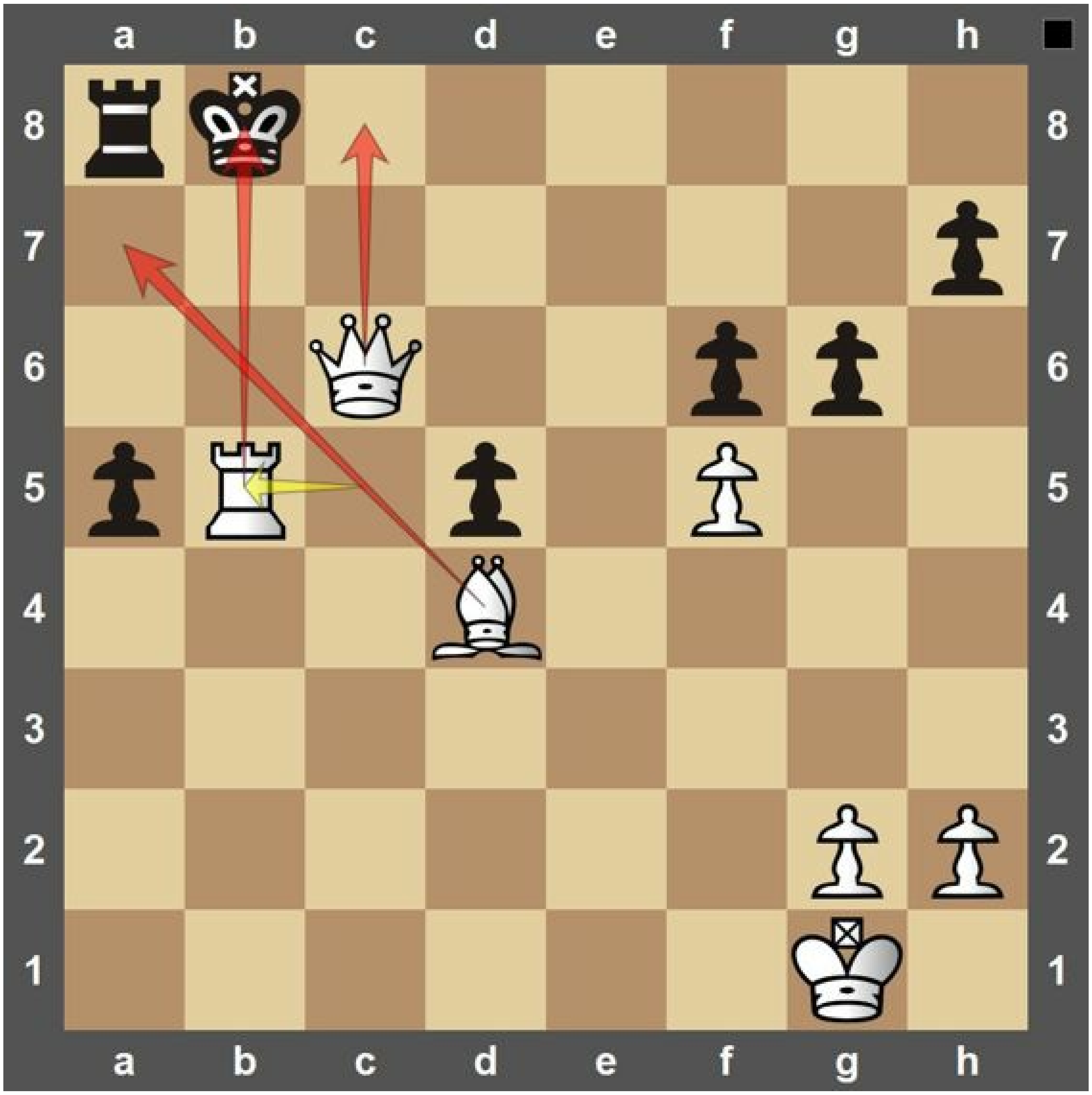
61: **1.Qc6+** Kb8 [1...Ka7 2.Rb5#] 2.Rb5# [2.Qc7#; 2.Qb6#]



61: **1.Qc6+ Kb8** [1...Ka7 2.Rb5#] 2.Rb5# [2.Qc7#; 2.Qb6#]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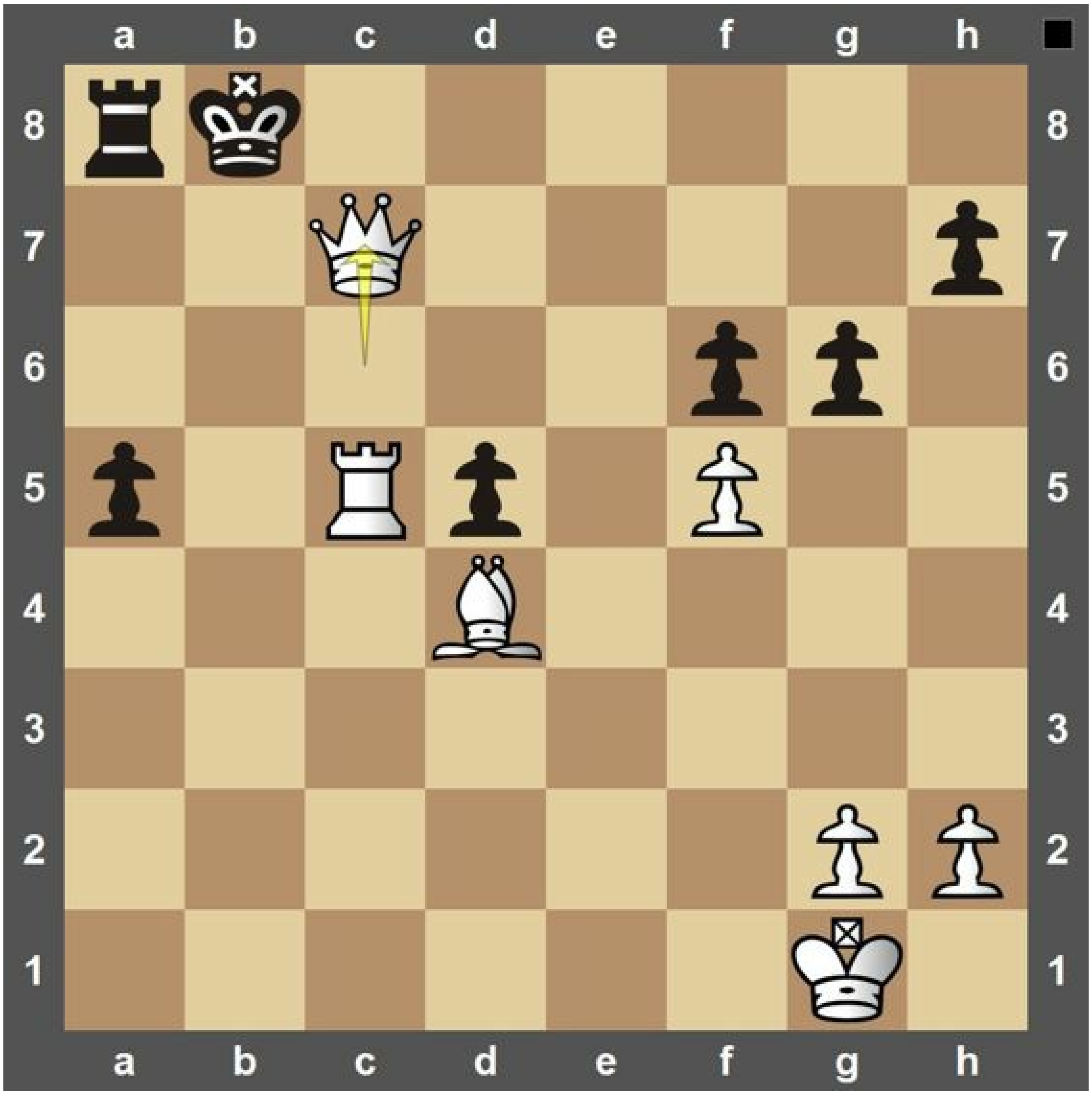
61: **1.Qc6+ Kb8** [1...Ka7 2.Rb5#] **2.Rb5#** [2.Qc7#; 2.Qb6#]



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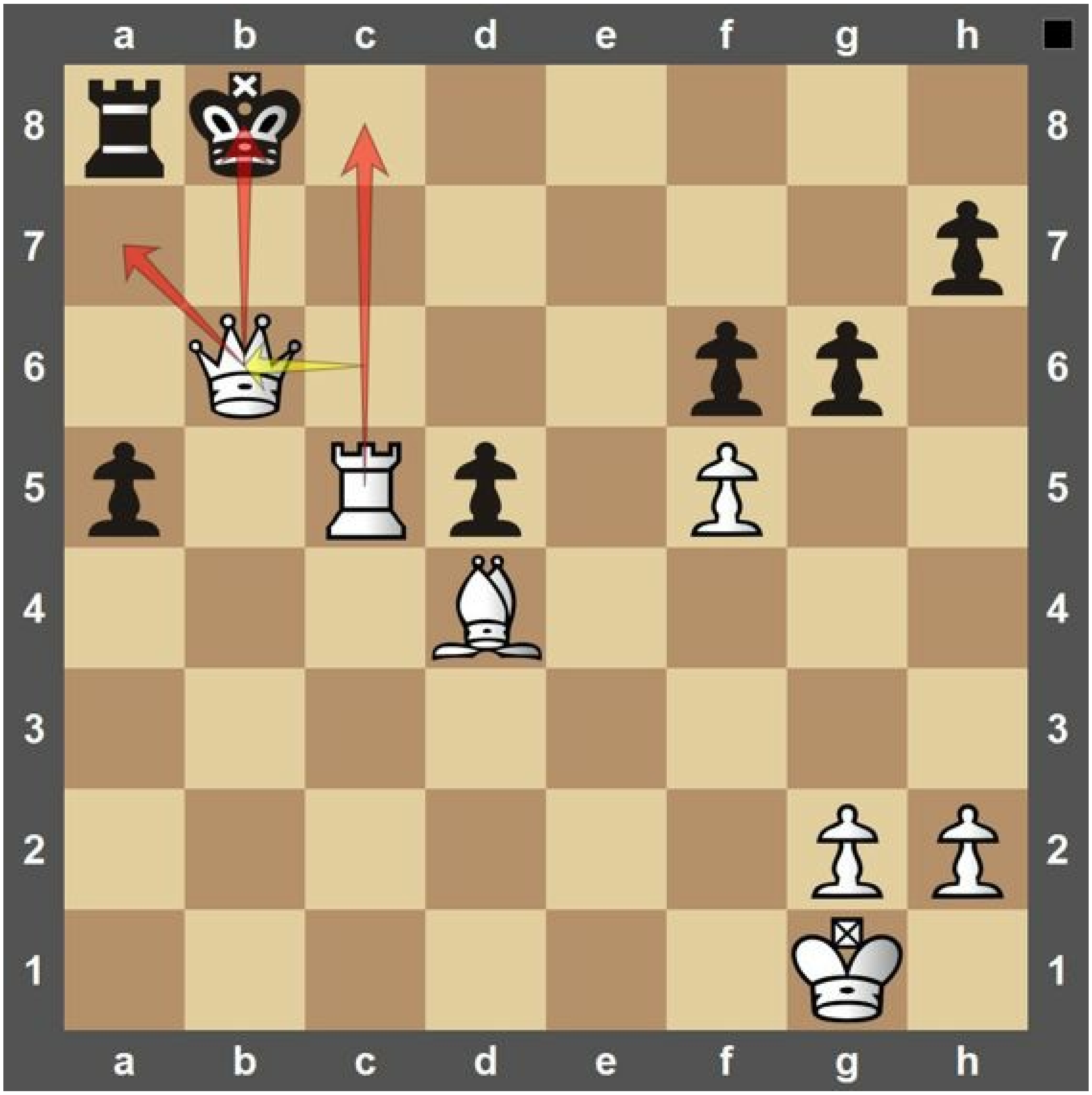
61: **1.Qc6+ Kb8** [1...Ka7 2.Rb5#] 2.Rb5# [**2.Qc7#**; 2.Qb6#]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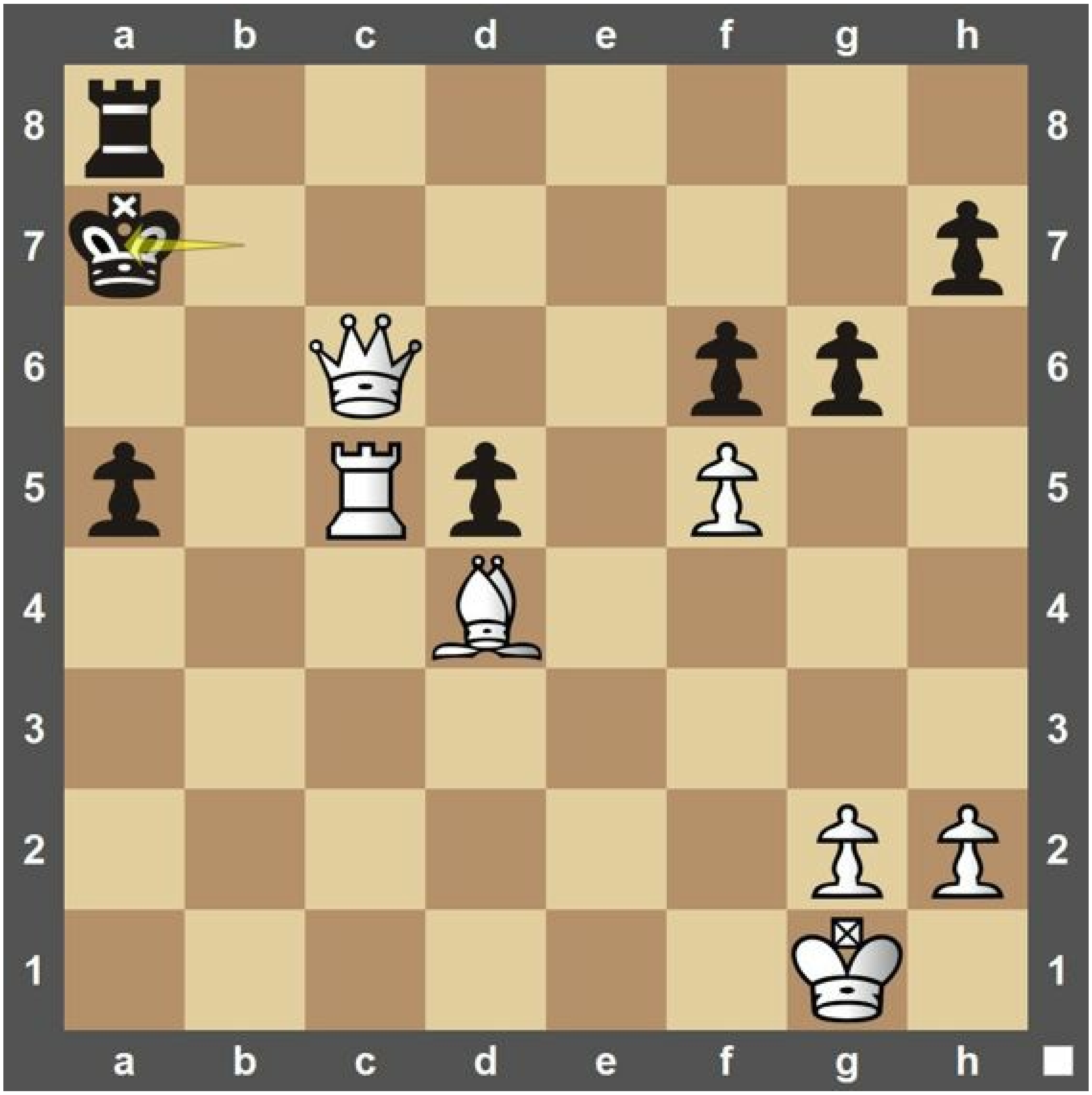
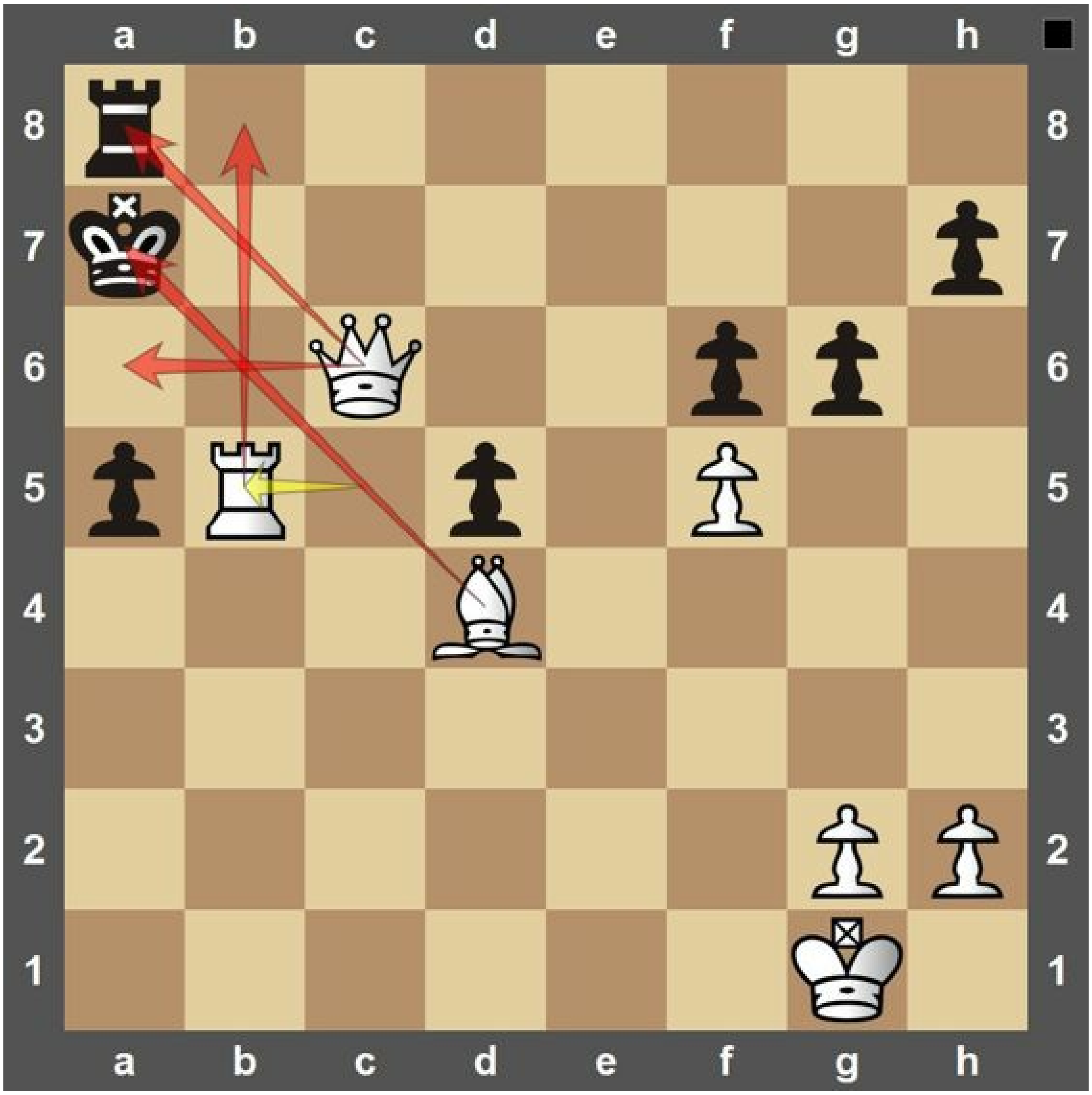
61: **1.Qc6+ Kb8** [1...Ka7 2.Rb5#] 2.Rb5# [2.Qc7#; **2.Qb6#**]



61: **1.Qc6+** Kb8 [**1...Ka7** 2.Rb5#] 2.Rb5# [2.Qc7#; 2.Qb6#]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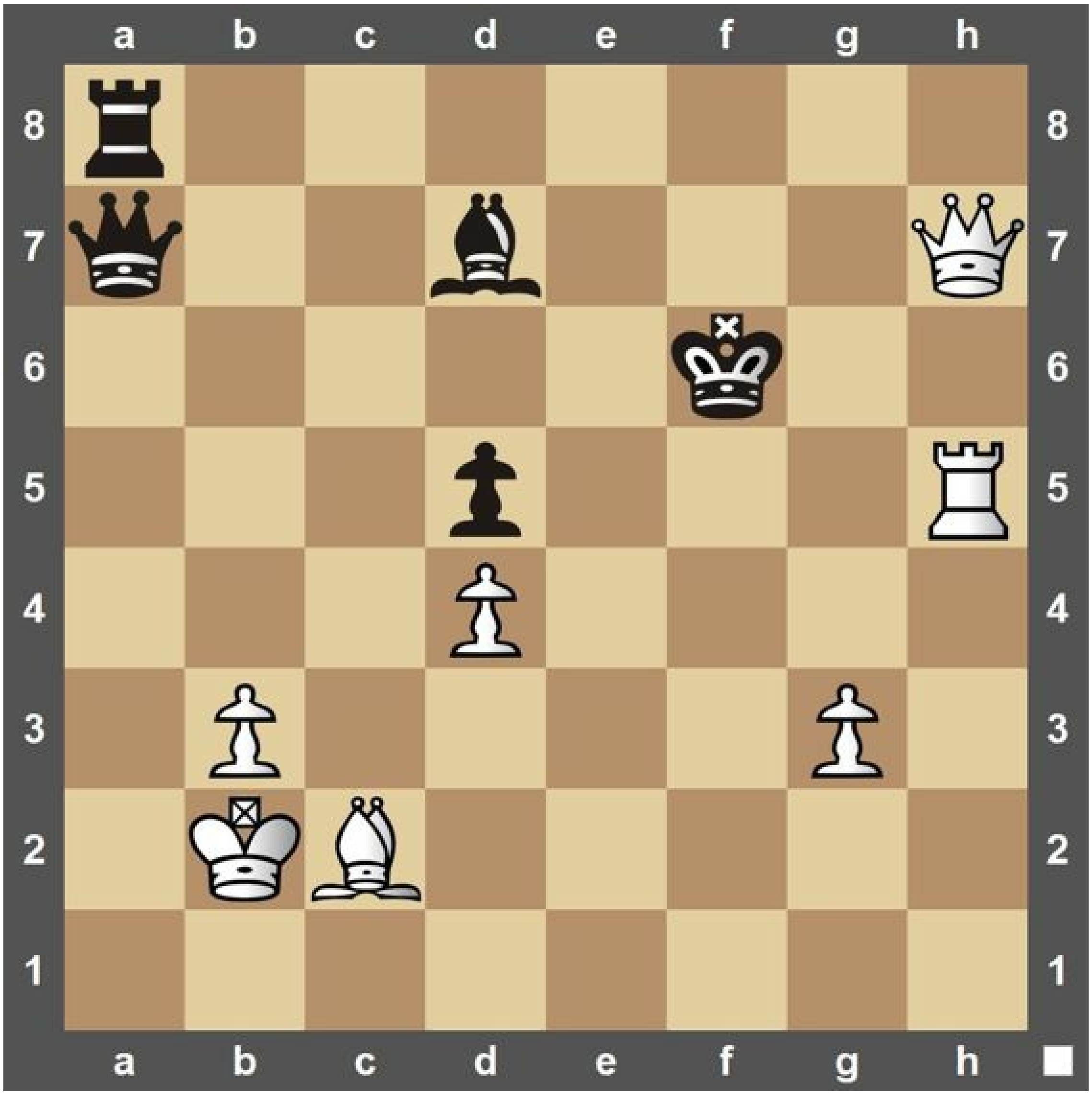
61: **1.Qc6+** Kb8 [**1...Ka7 2.Rb5#**] 2.Rb5# [2.Qc7#; 2.Qb6#]



62: White to move.

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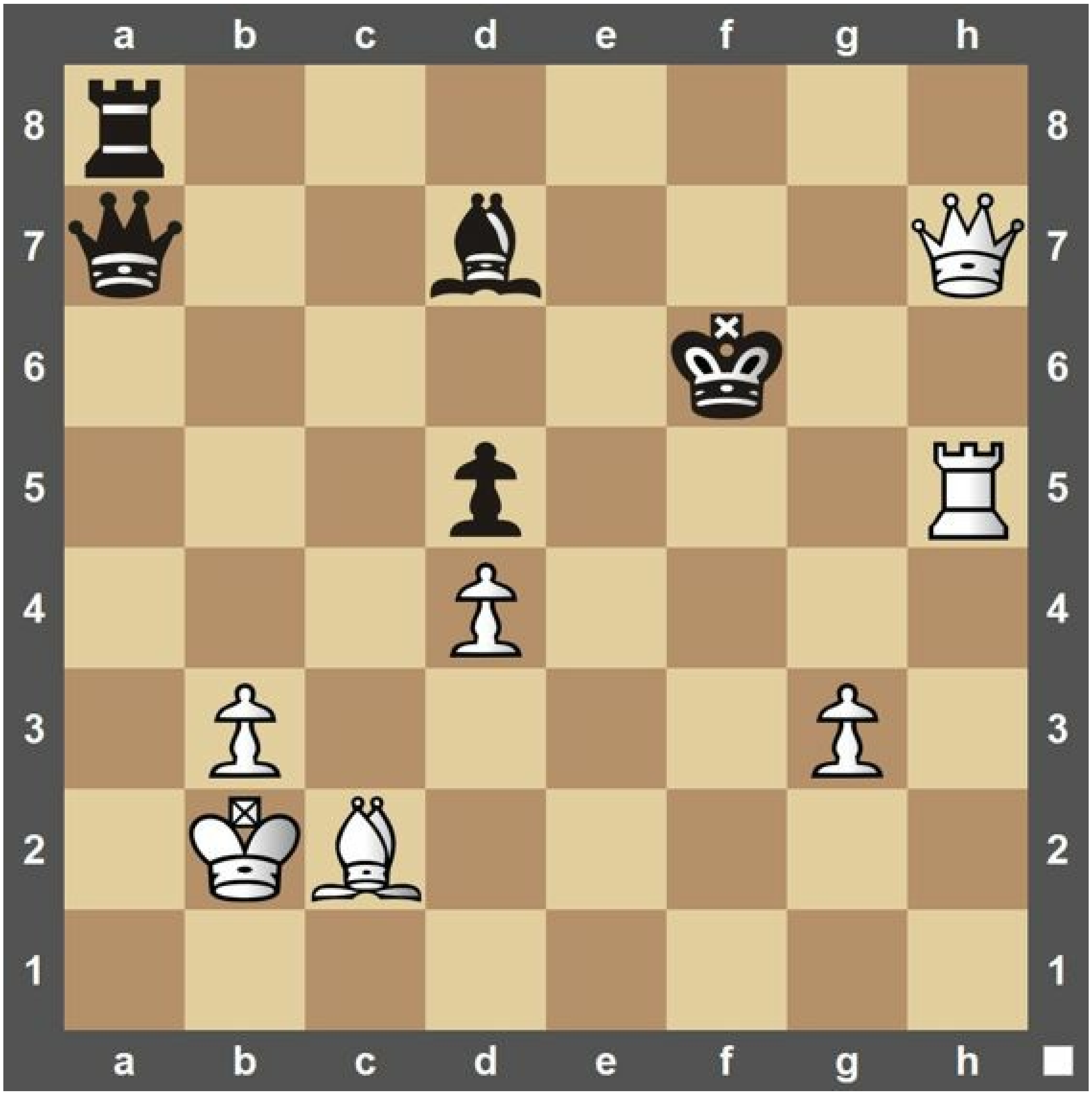
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62: 1.Rh6+ Kg5 2.Qg7# [2.Qg6#; 2.Rg6#]

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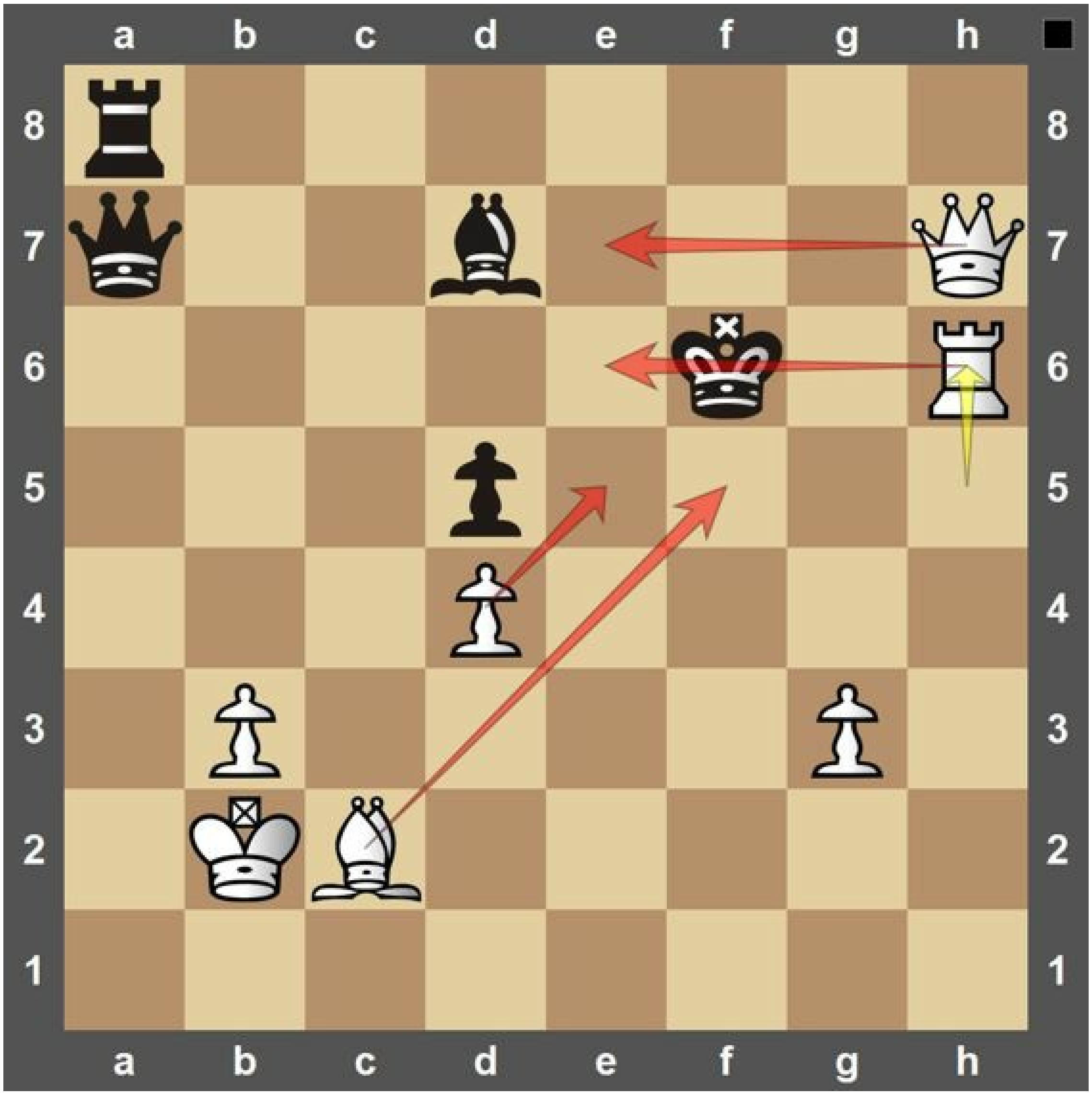
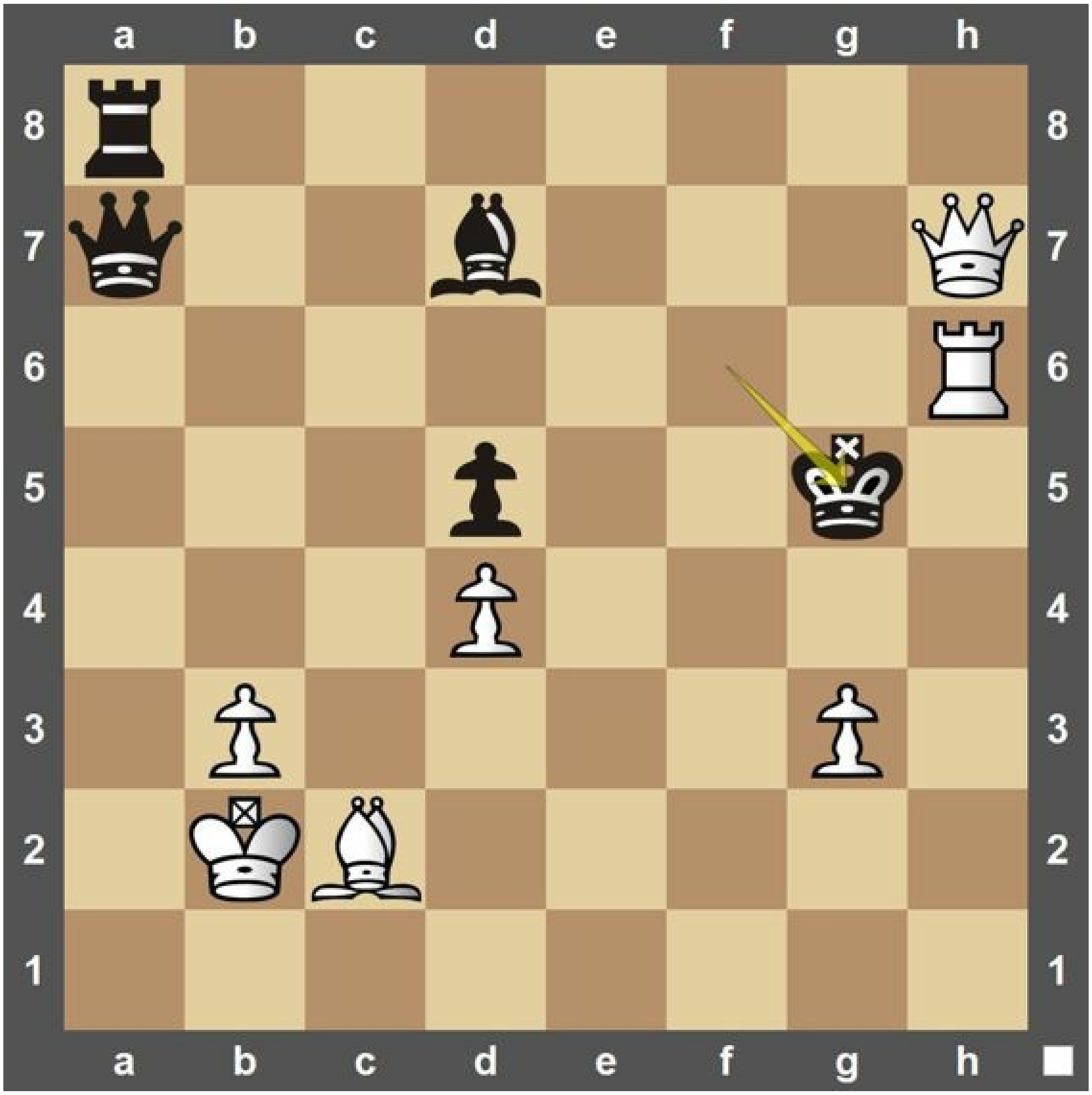


62: **1.Rh6+** Kg5 2.Qg7# [2.Qg6#; 2.Rg6#]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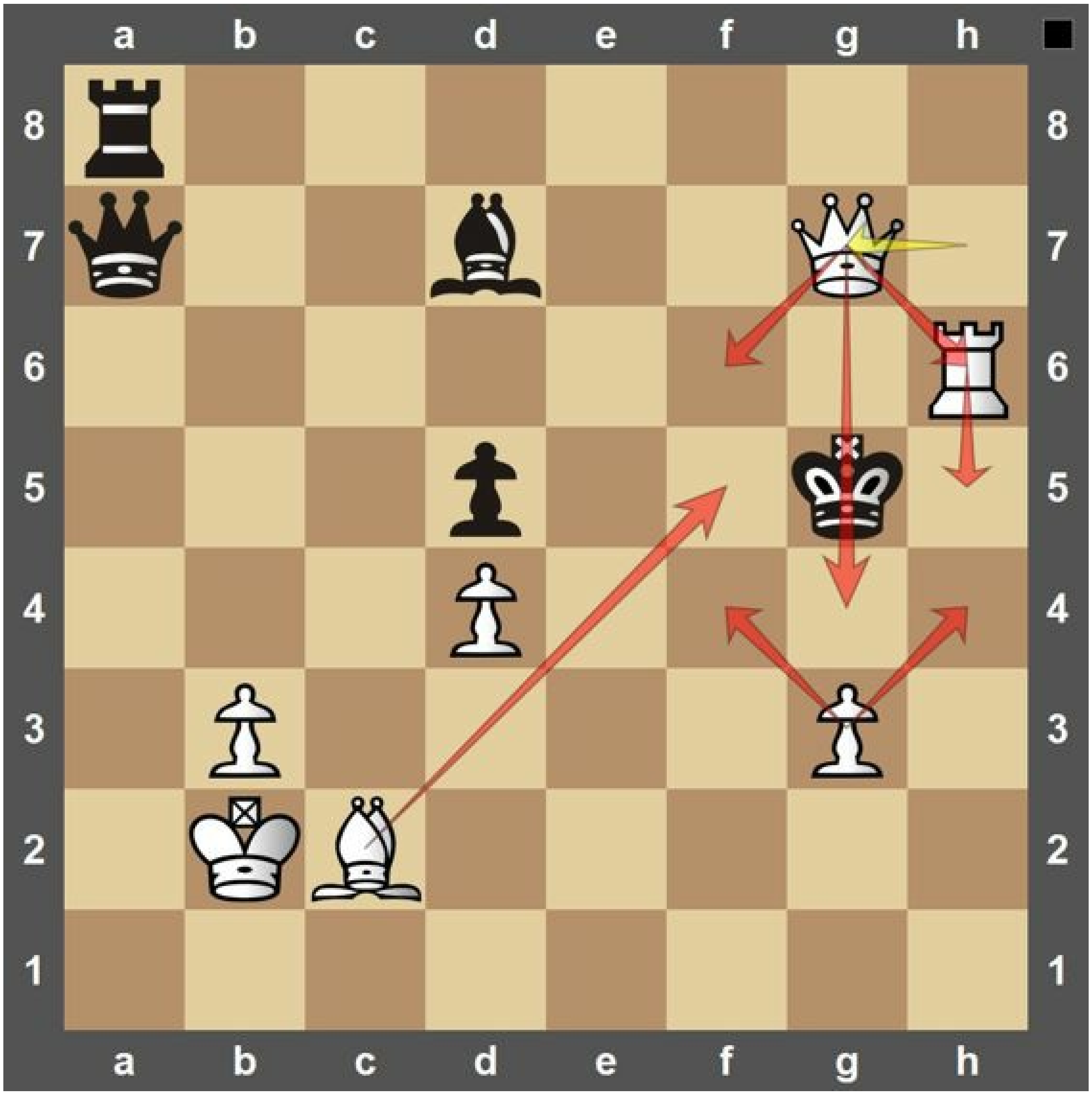
62: **1.Rh6+ Kg5** 2.Qg7# [2.Qg6#; 2.Rg6#]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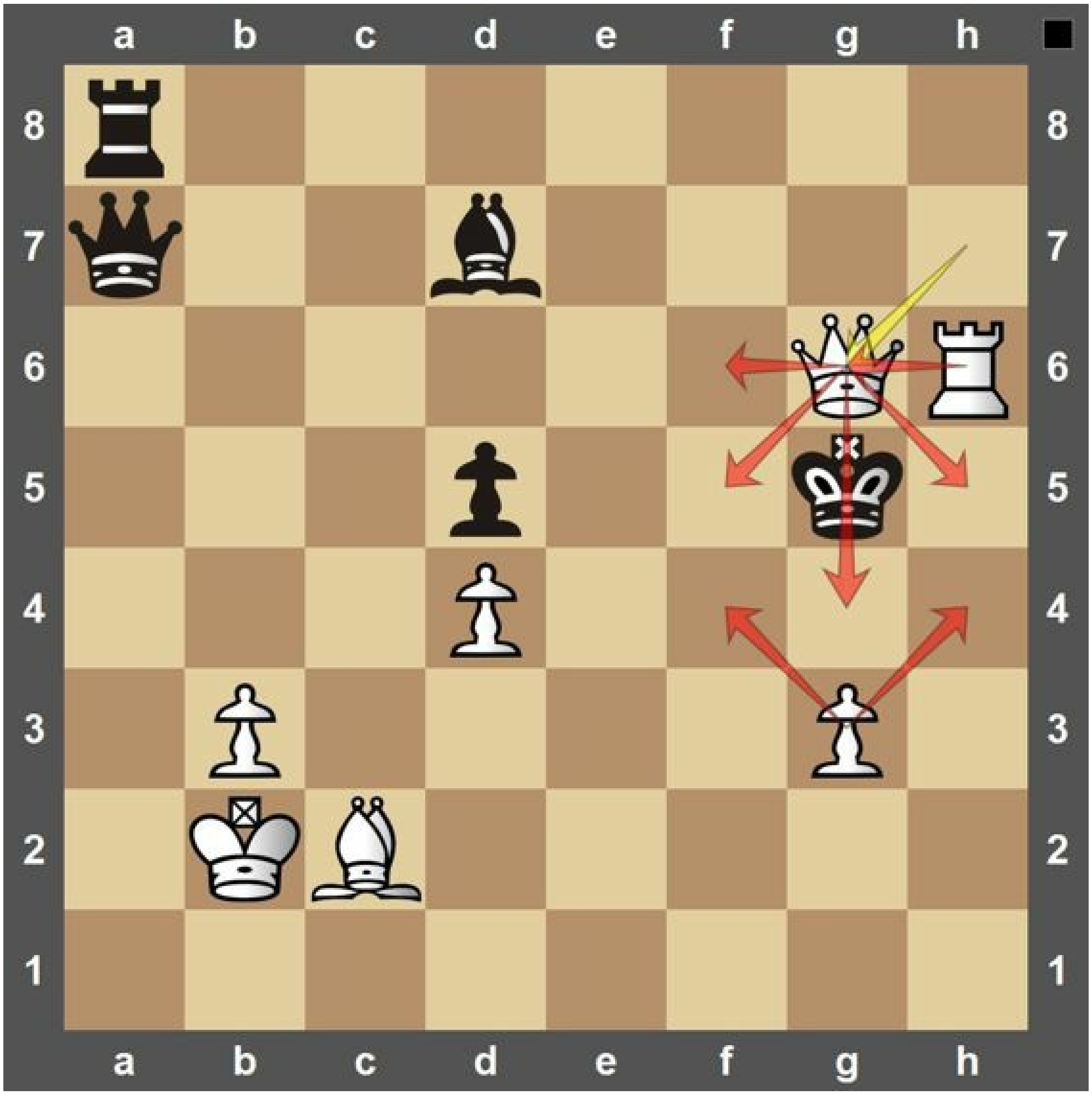
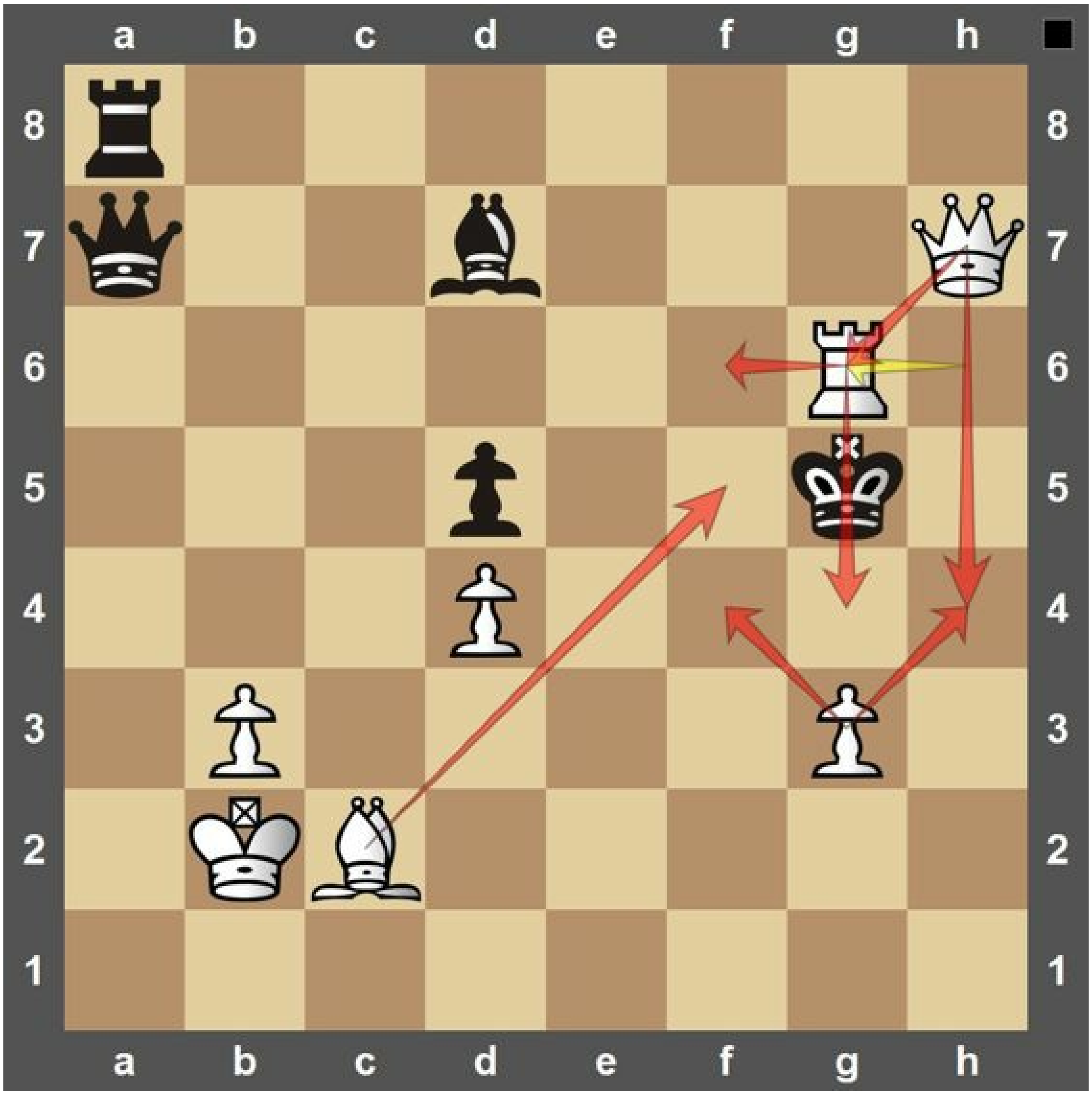
62: **1.Rh6+ Kg5 2.Qg7#** [2.Qg6#; 2.Rg6#]



62: **1.Rh6+** Kg5 2.Qg7# [**2.Qg6#**; 2.Rg6#]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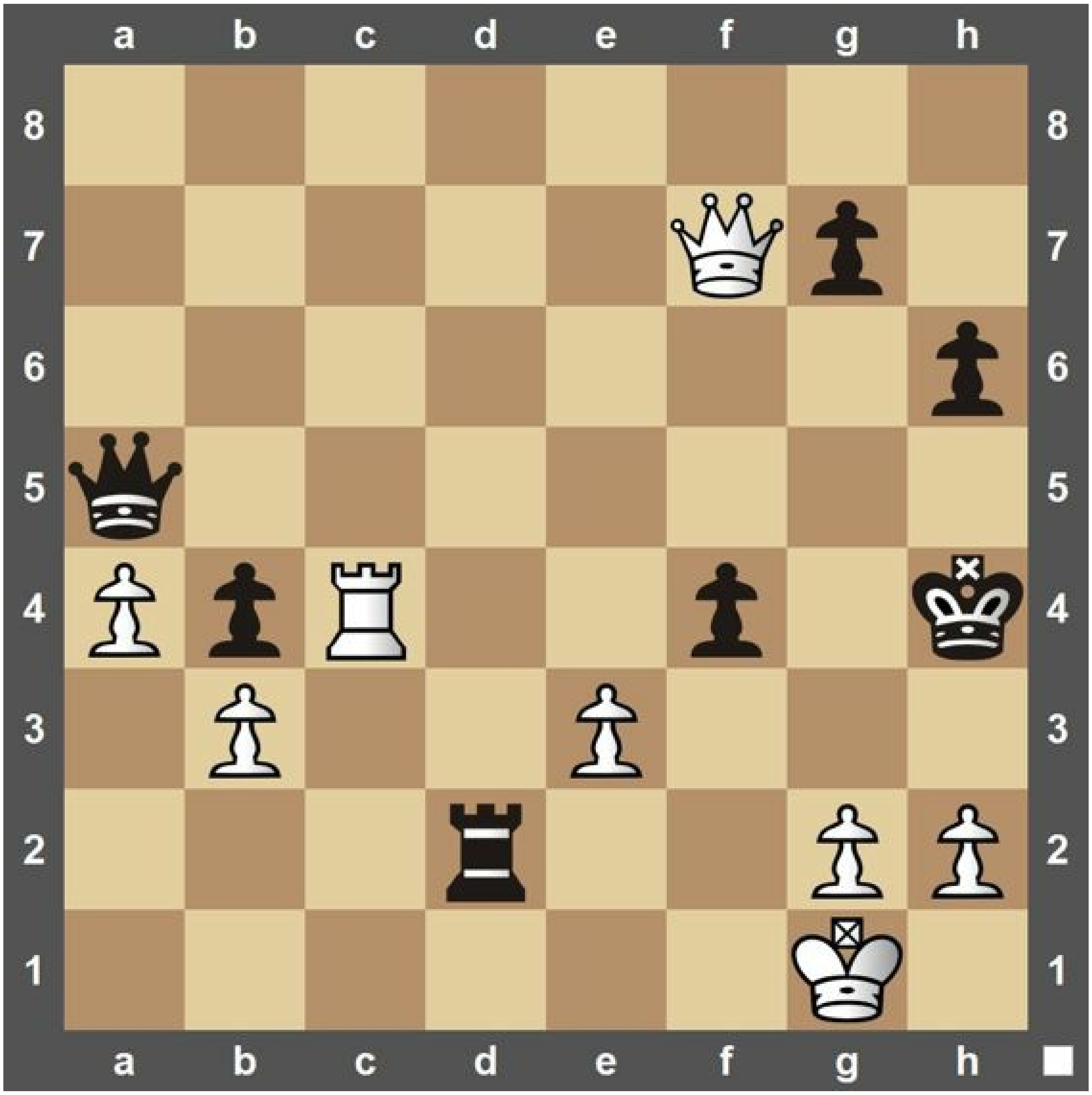
62: **1.Rh6+** Kg5 2.Qg7# [2.Qg6#; **2.Rg6#**]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63: White to move.

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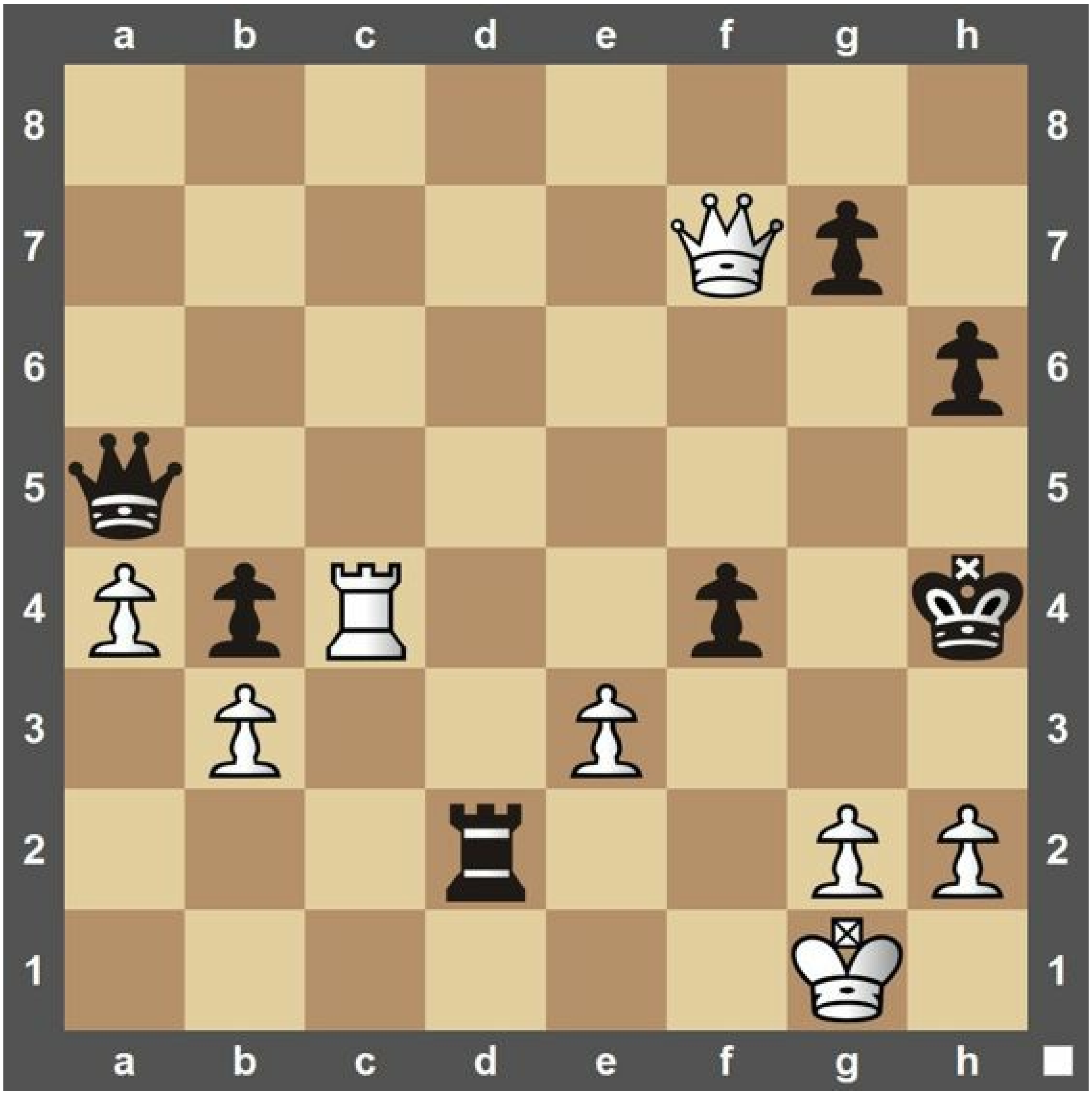
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63: 1.Qxf4+ [1.Rxf4+ Kg5 2.h4#] 1...Kh5 2.Qg4#

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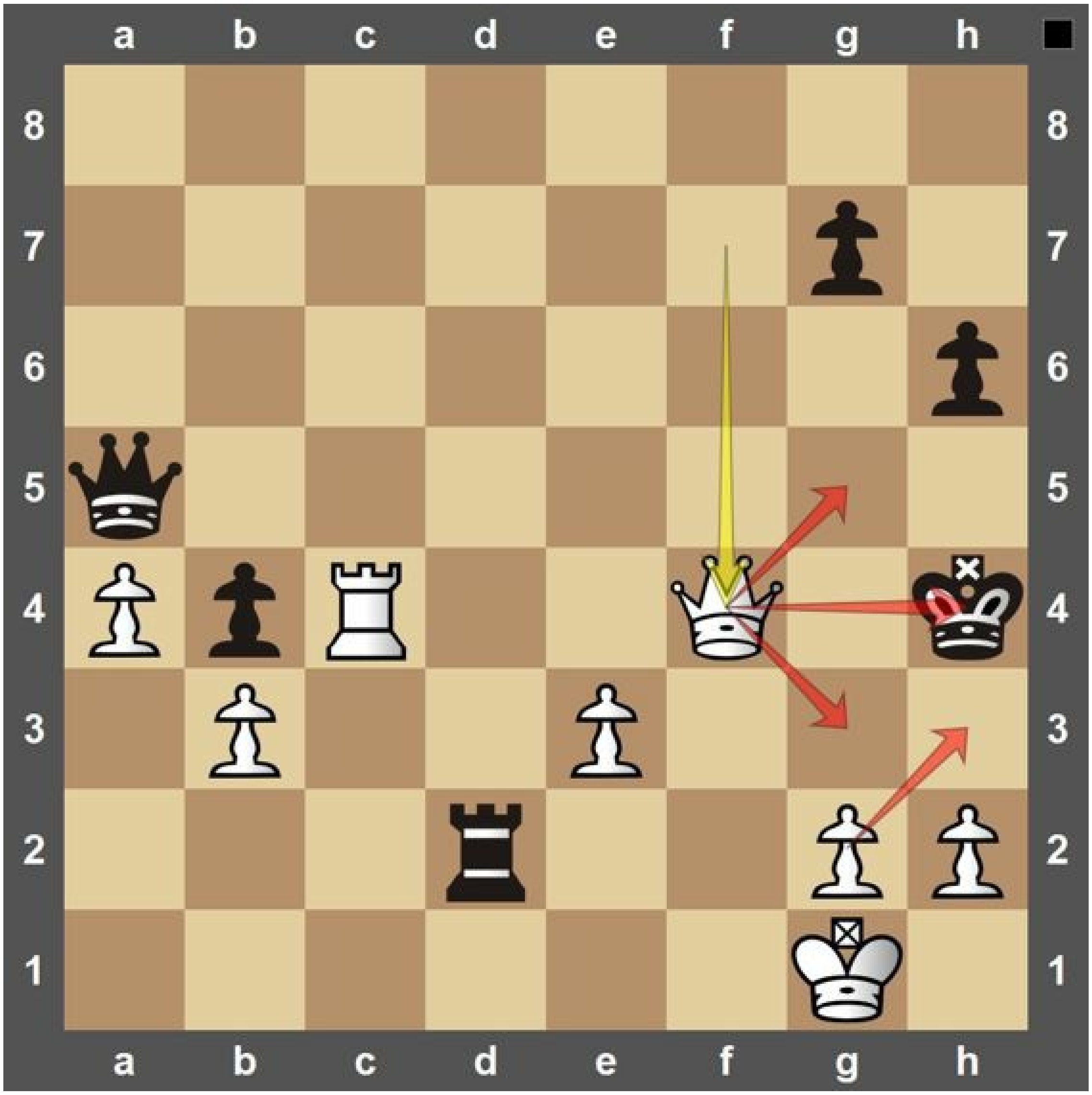
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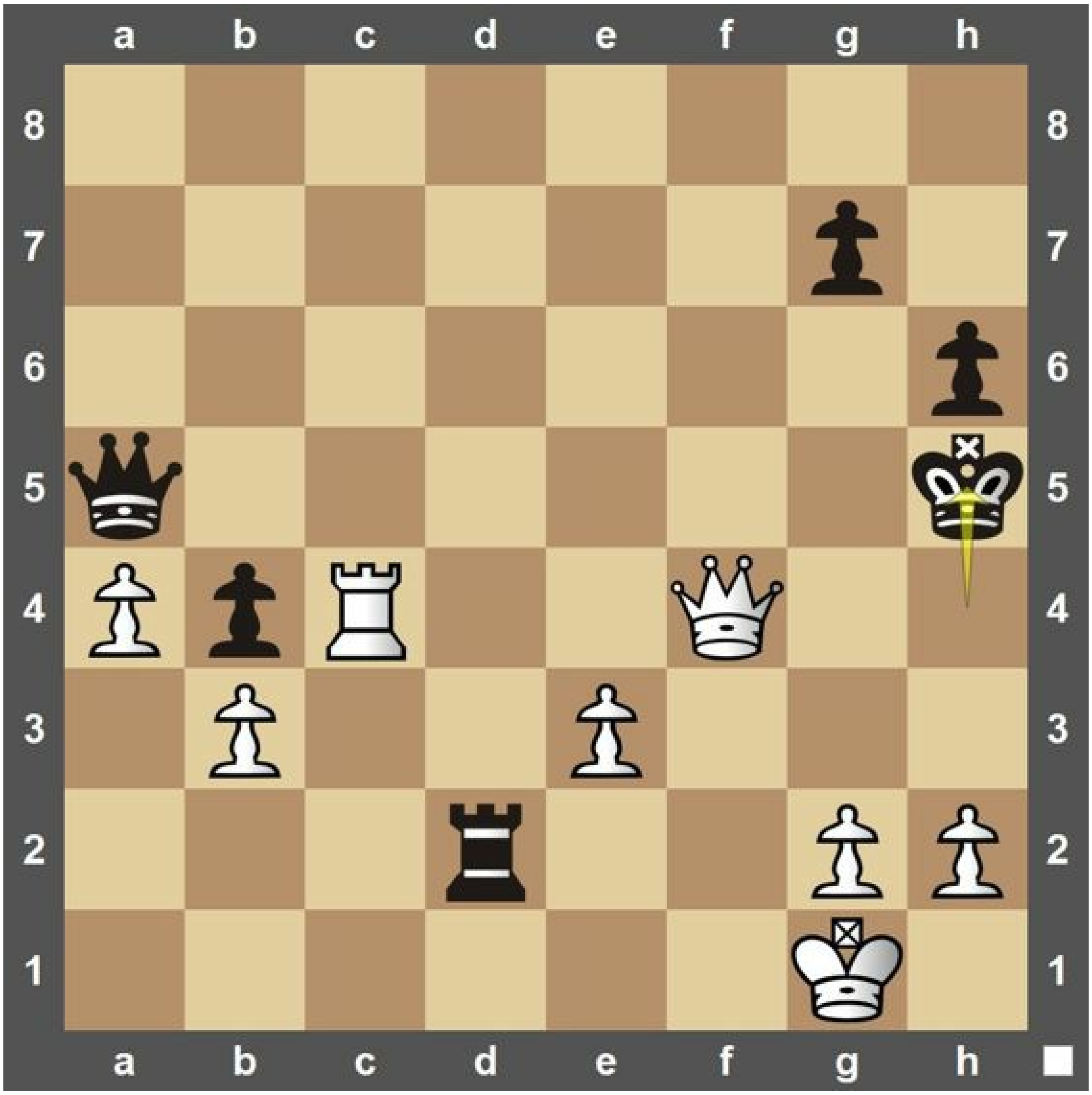
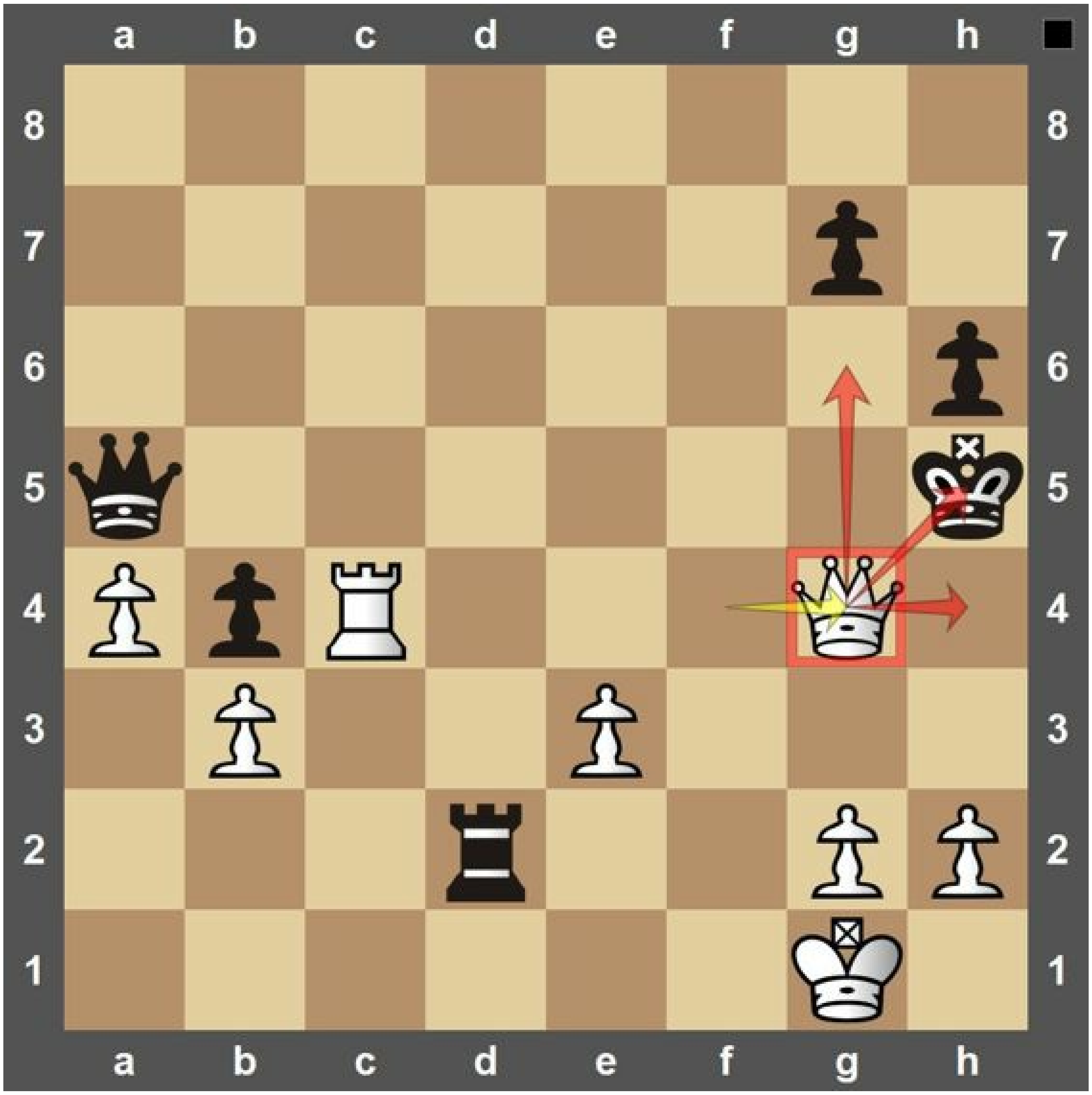
63: **1.Qxf4+** [1.Rxf4+ Kg5 2.h4#] 1...Kh5 2.Qg4#



63: **1.Qxf4+** [1.Rxf4+ Kg5 2.h4#] **1...Kh5** 2.Qg4#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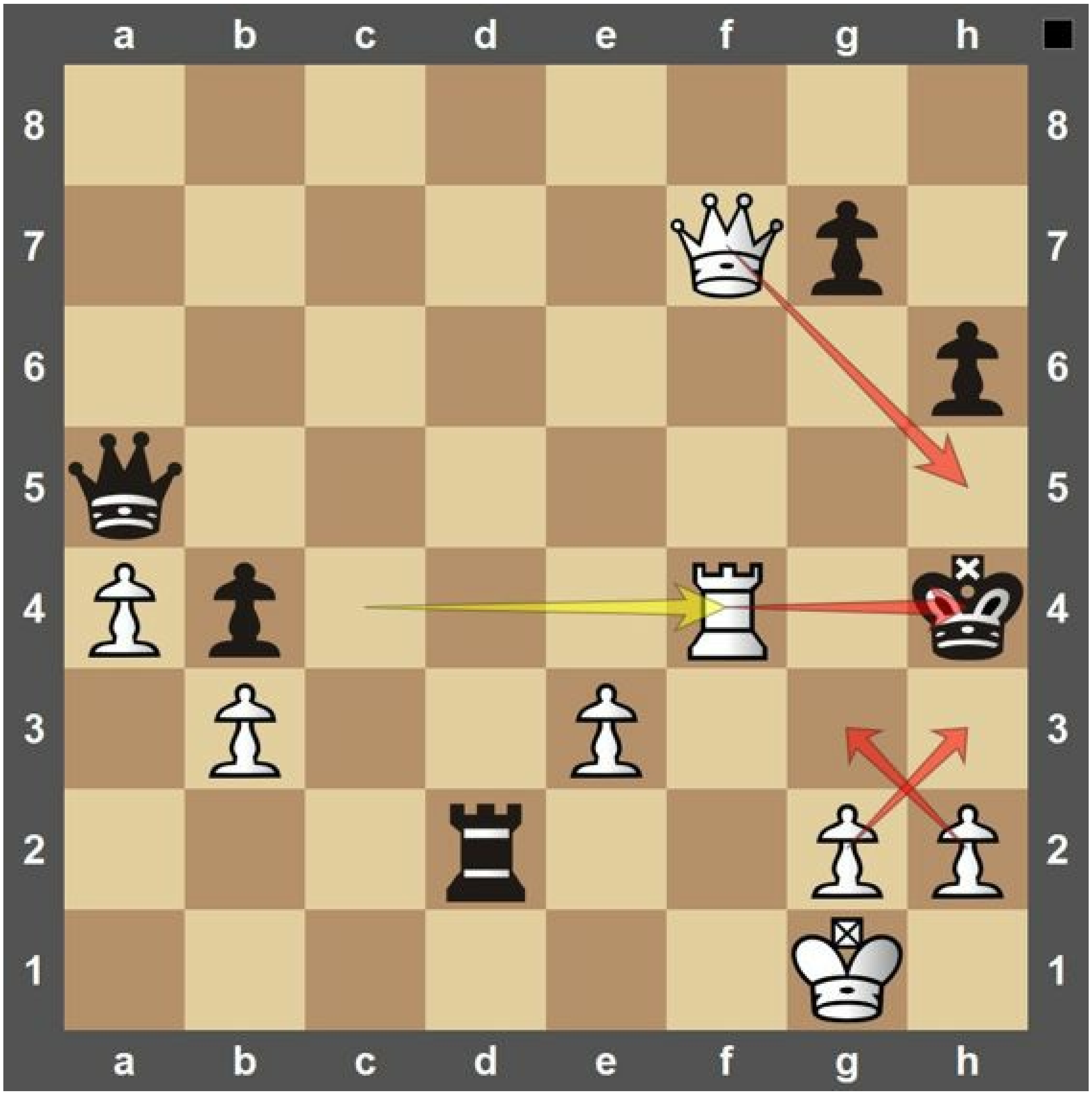
63: **1.Qxf4+** [1.Rxf4+ Kg5 2.h4#] **1...Kh5 2.Qg4#**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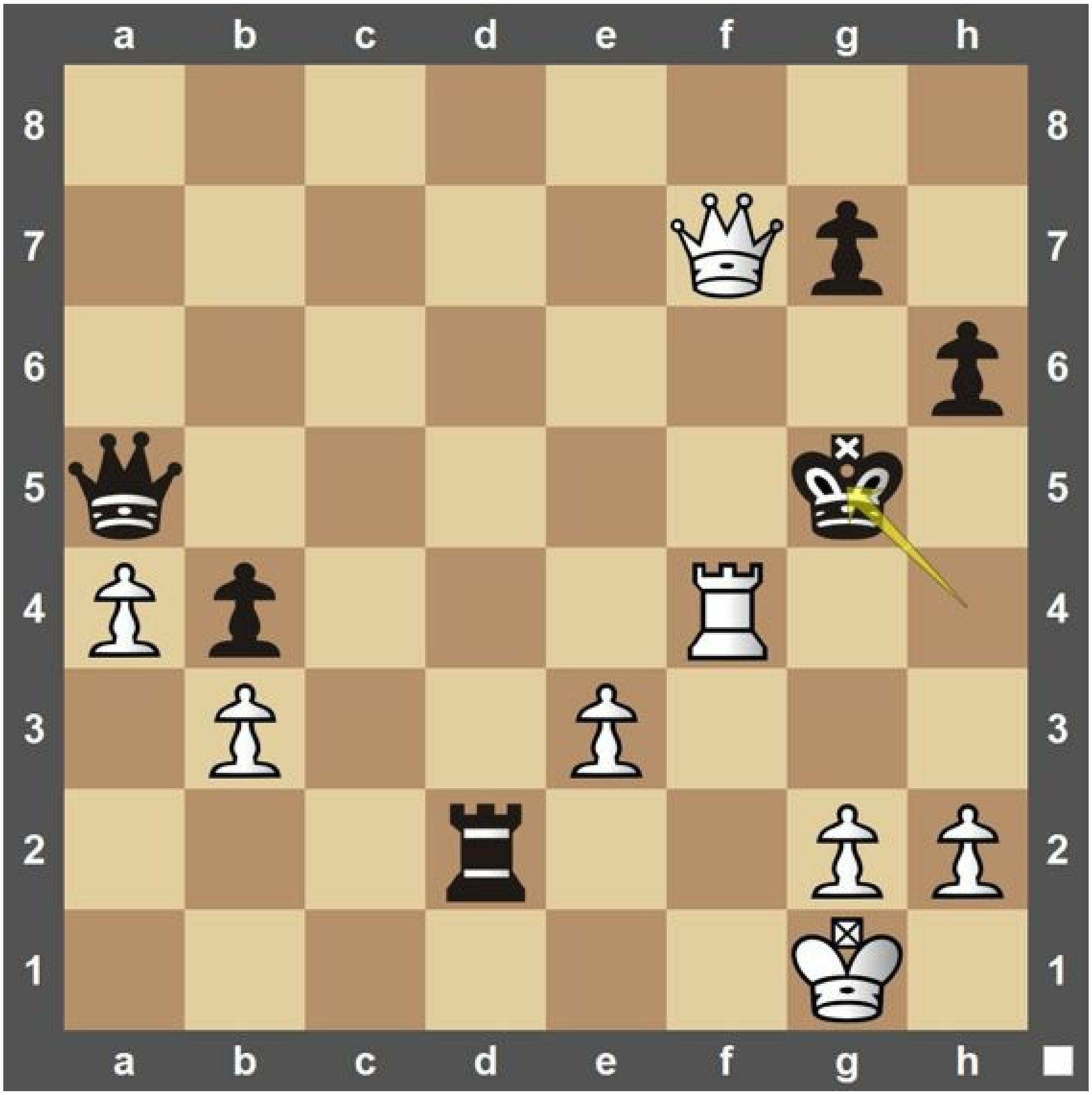
63: 1.Qxf4+ [**1.Rxf4+** Kg5 2.h4#] 1...Kh5 2.Qg4#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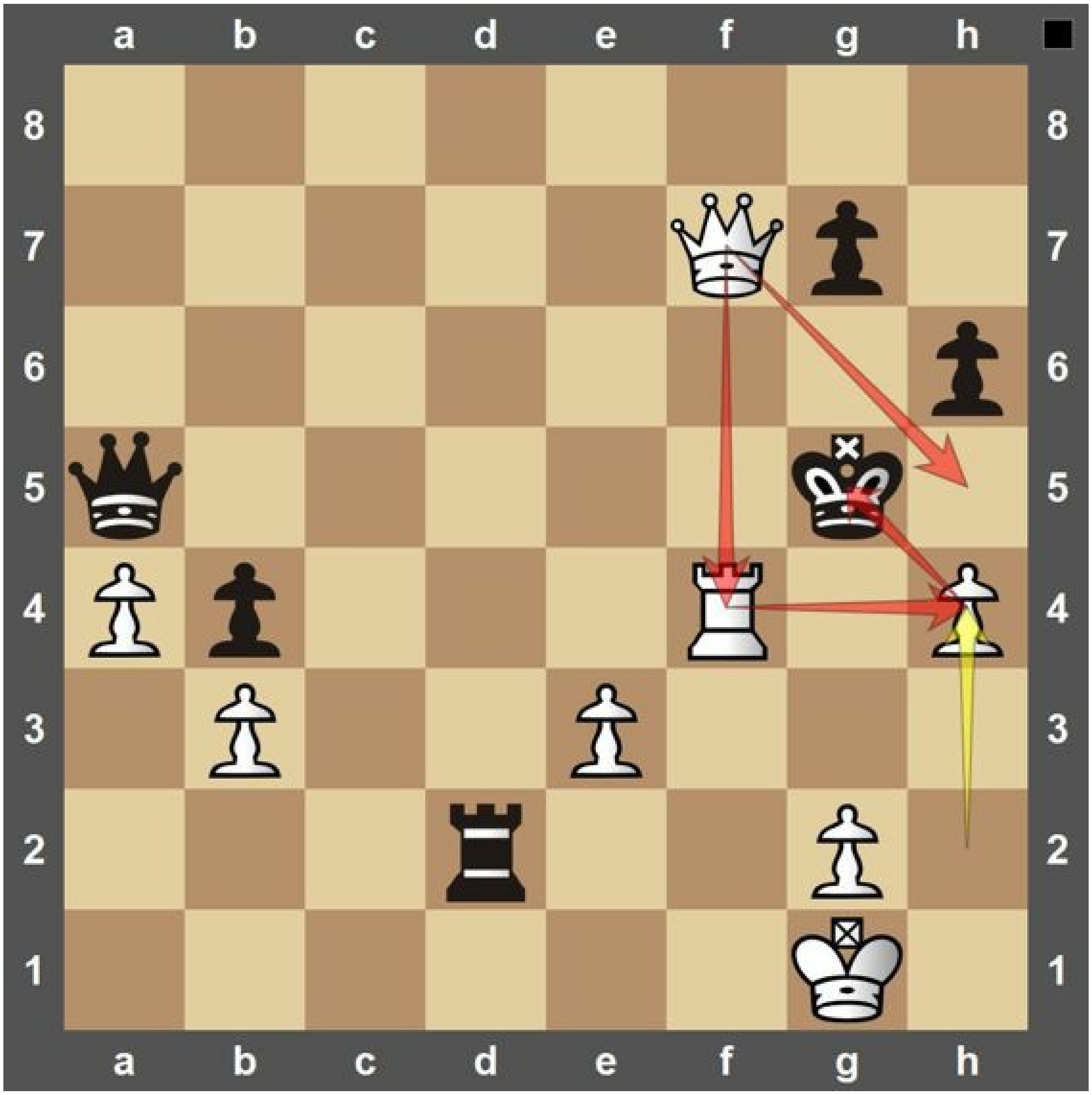
63: 1.Qxf4+ [**1.Rxf4+ Kg5** 2.h4#] 1...Kh5 2.Qg4#



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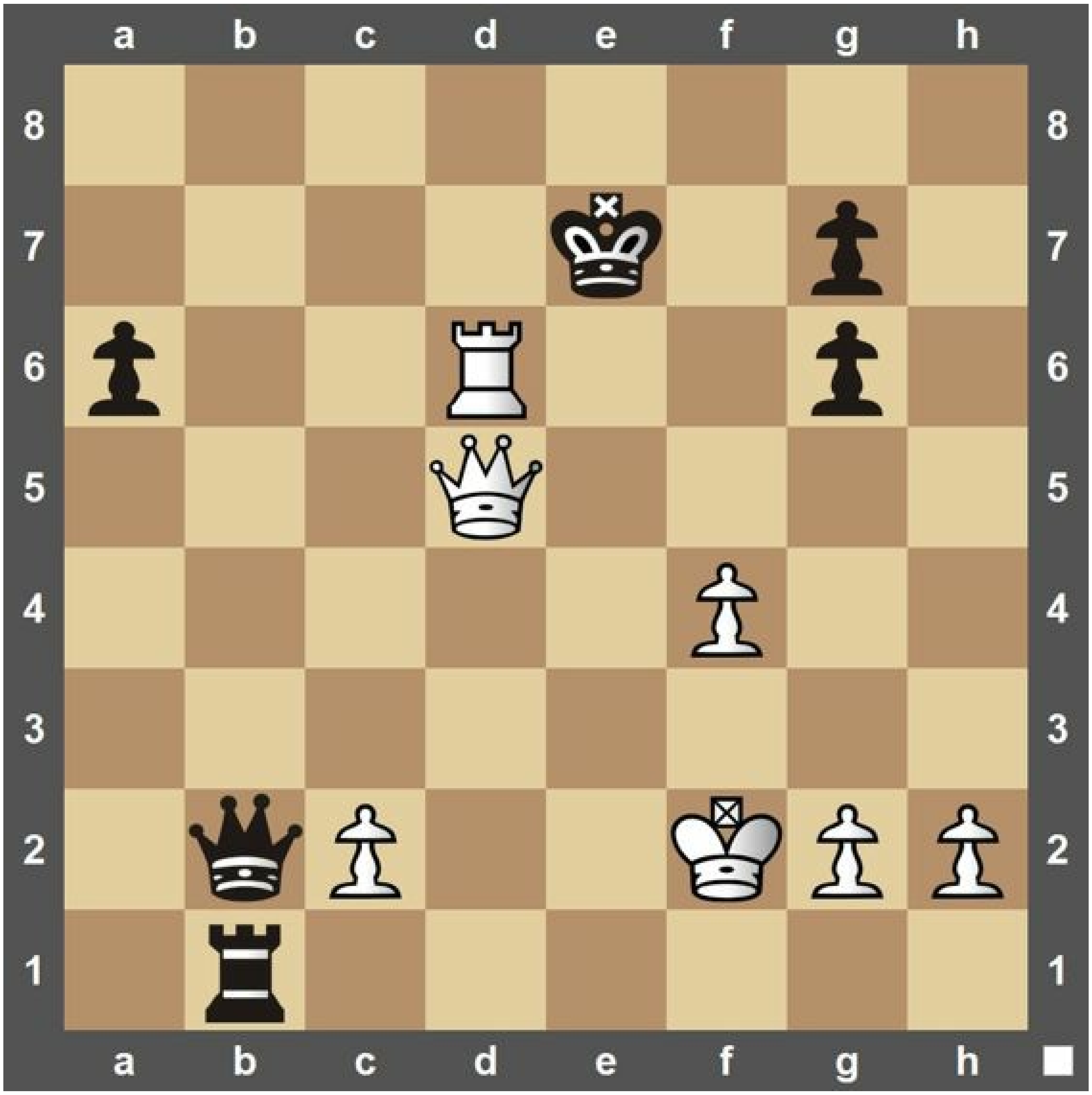
63: 1.Qxf4+ [**1.Rxf4+ Kg5 2.h4#**] 1...Kh5 2.Qg4#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64: White to move.

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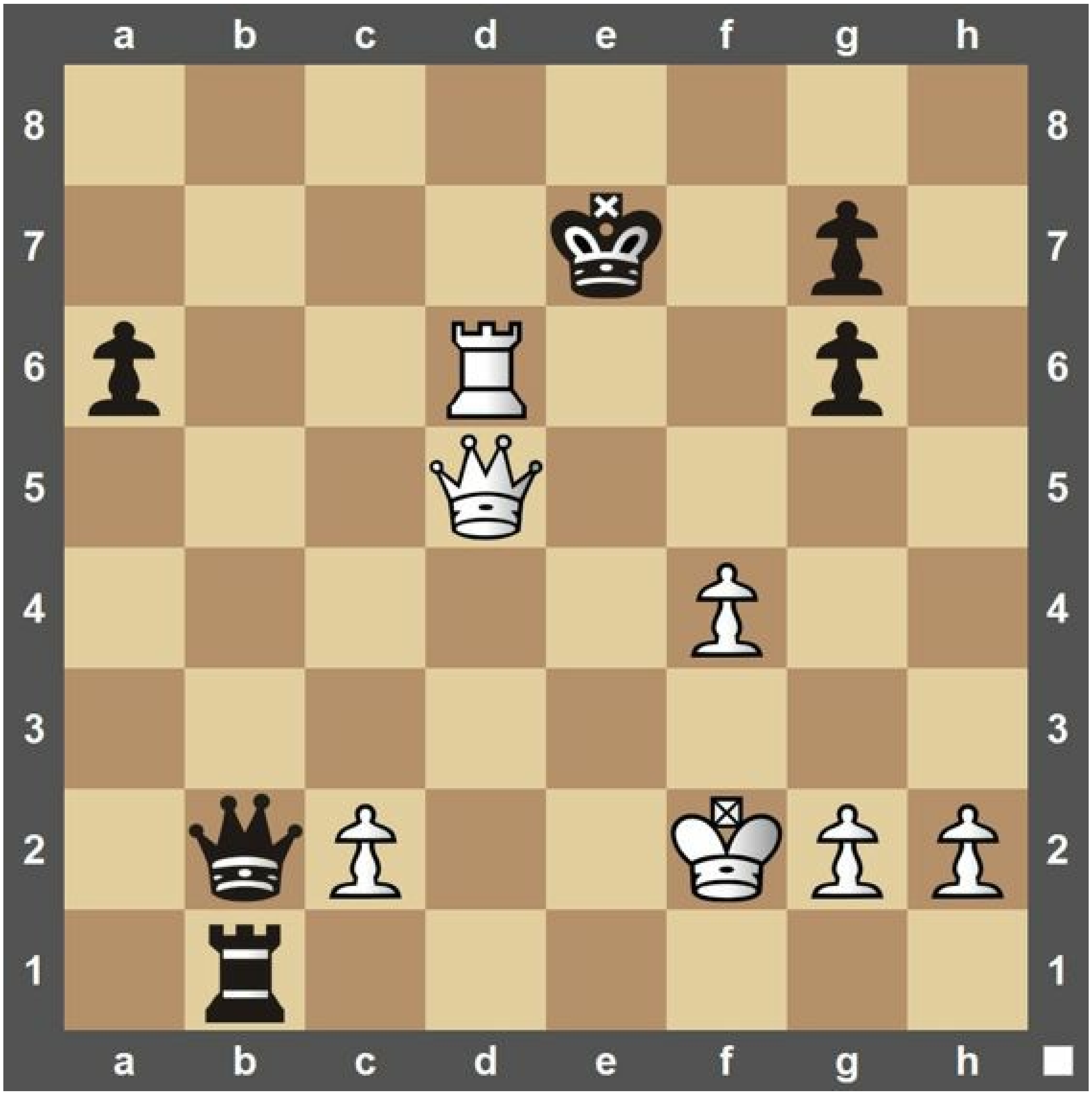
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64: 1.Rd7+ [1.Qe6+ Kf8 2.Rd8#] 1...Kf6 [1...Ke8 2.Qf7#; 1...Kf8 2.Qf7#] 2.Rf7# [2.Qf7#]

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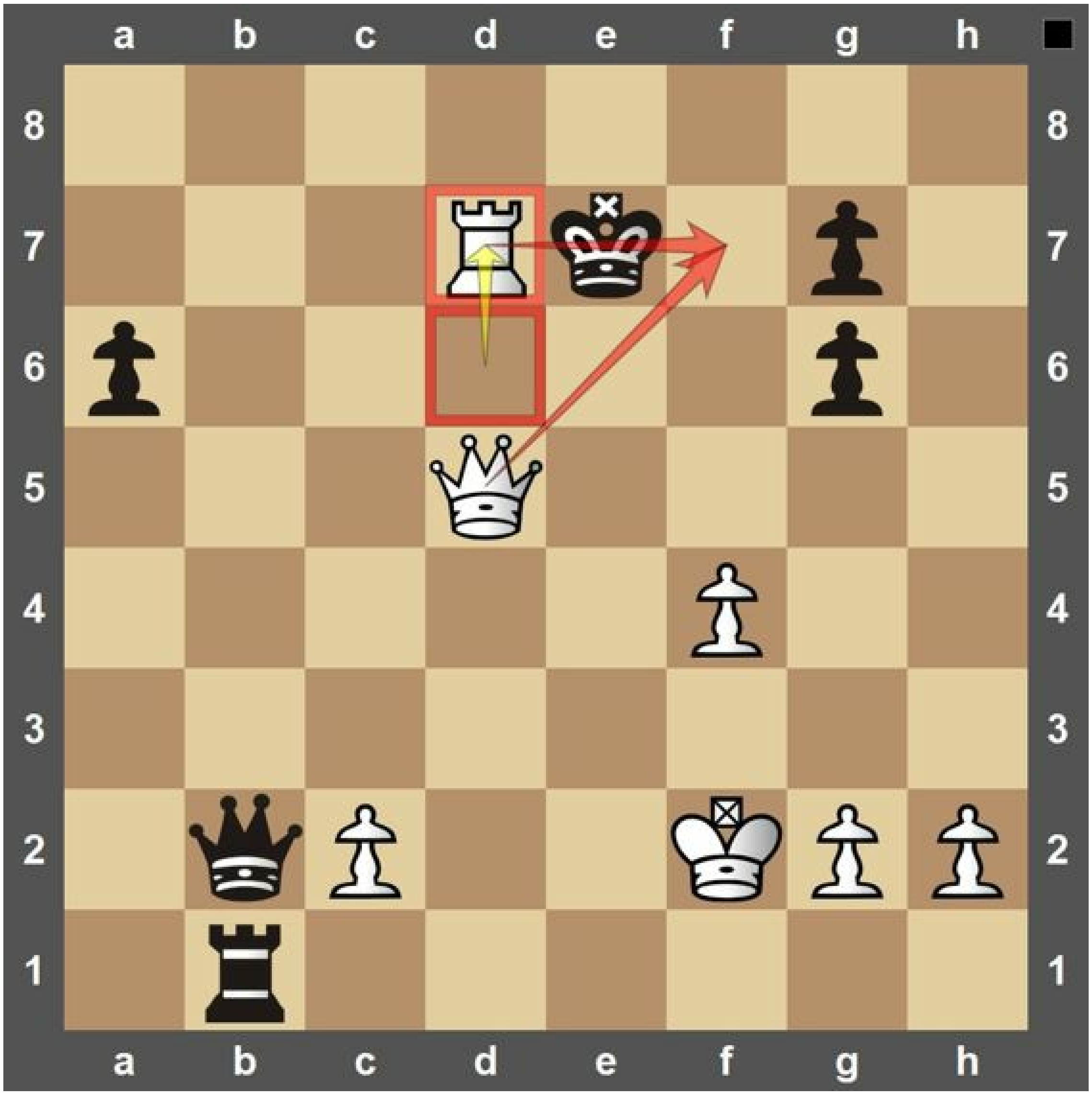
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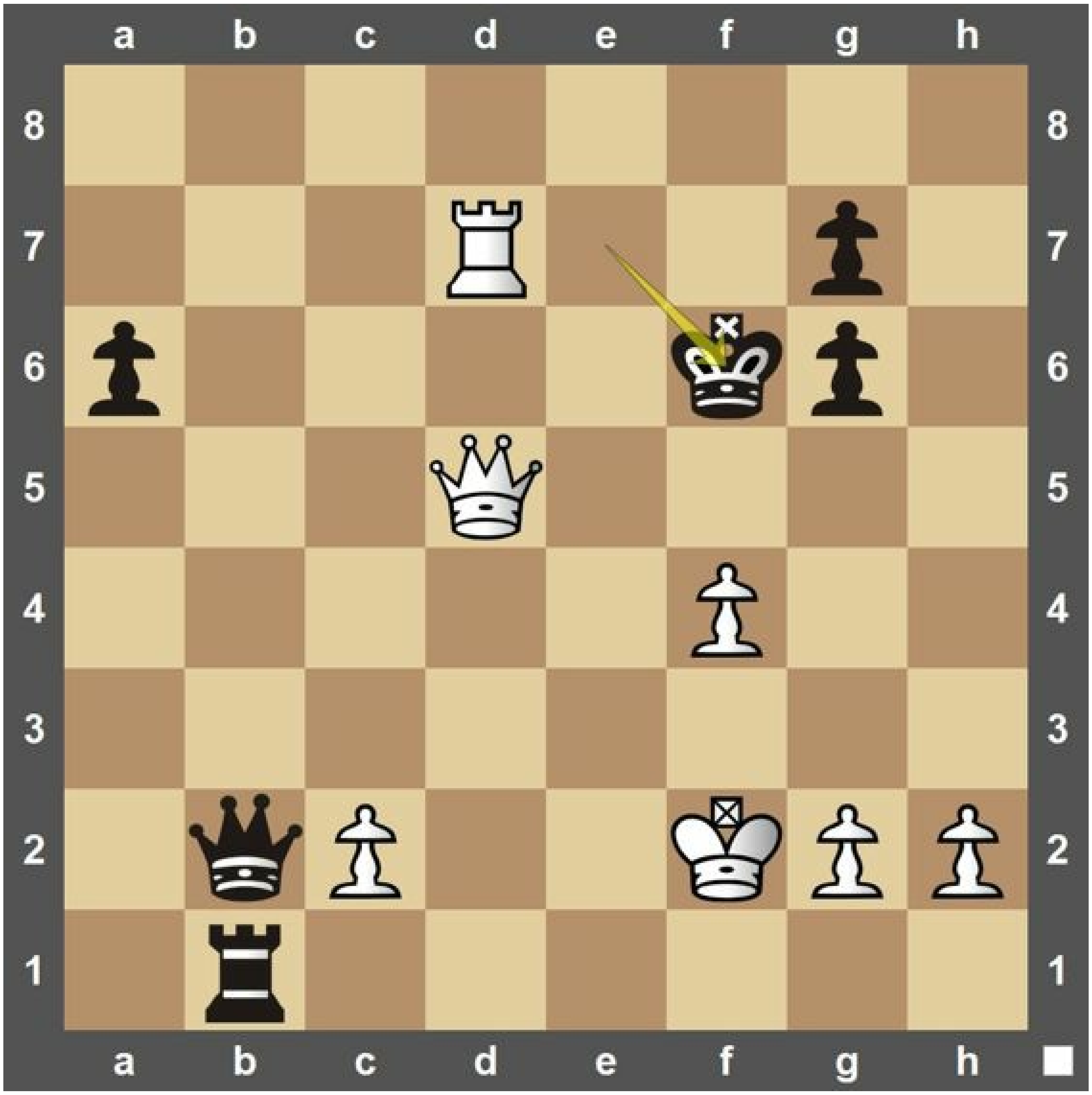
64: **1.Rd7+** [1.Qe6+ Kf8 2.Rd8#] 1...Kf6 [1...Ke8 2.Qf7#; 1...Kf8 2.Qf7#] 2.Rf7# [2.Qf7#]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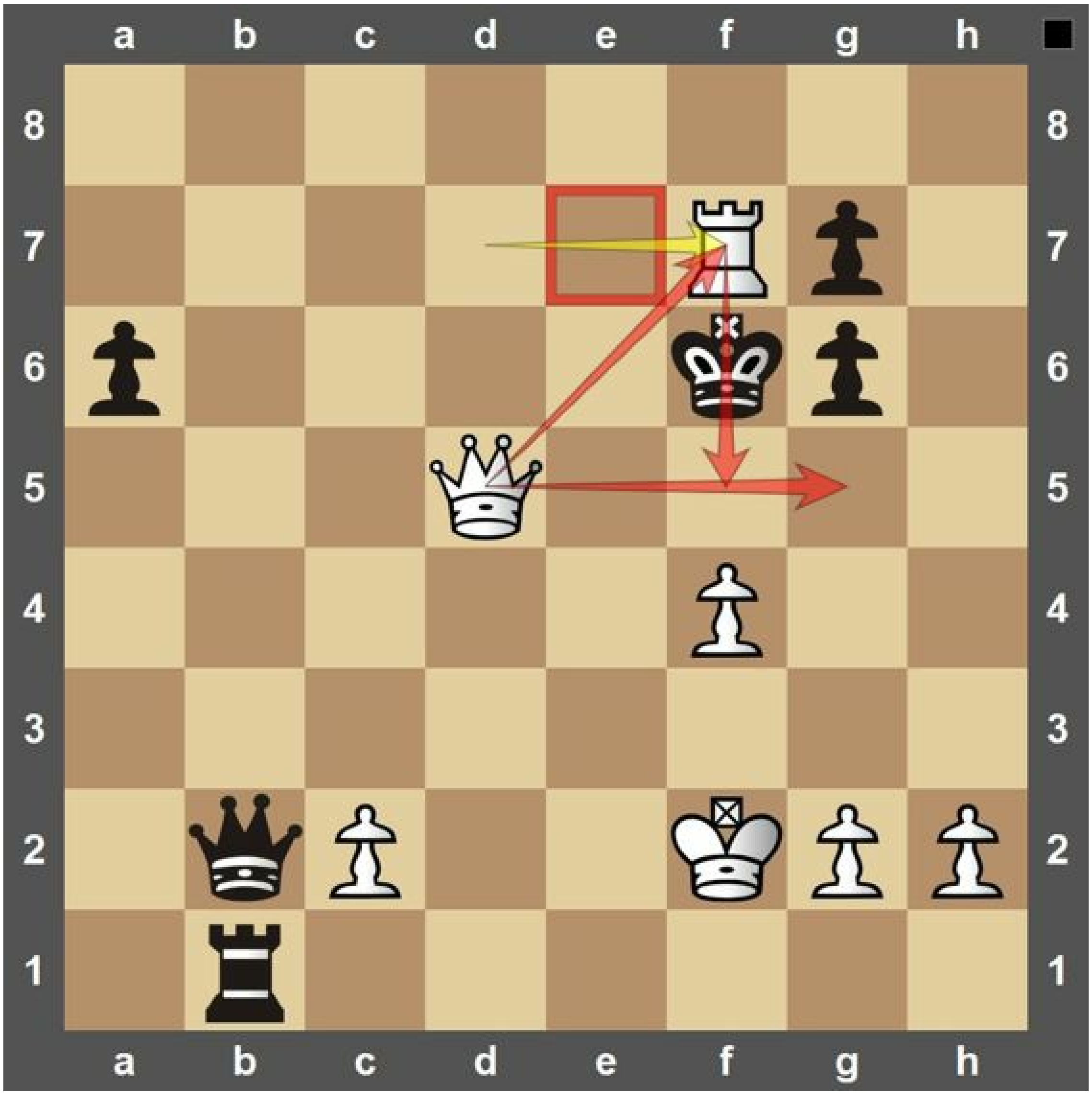
64: **1.Rd7+** [1.Qe6+ Kf8 2.Rd8#] **1...Kf6** [1...Ke8 2.Qf7#; 1...Kf8 2.Qf7#] 2.Rf7# [2.Qf7#]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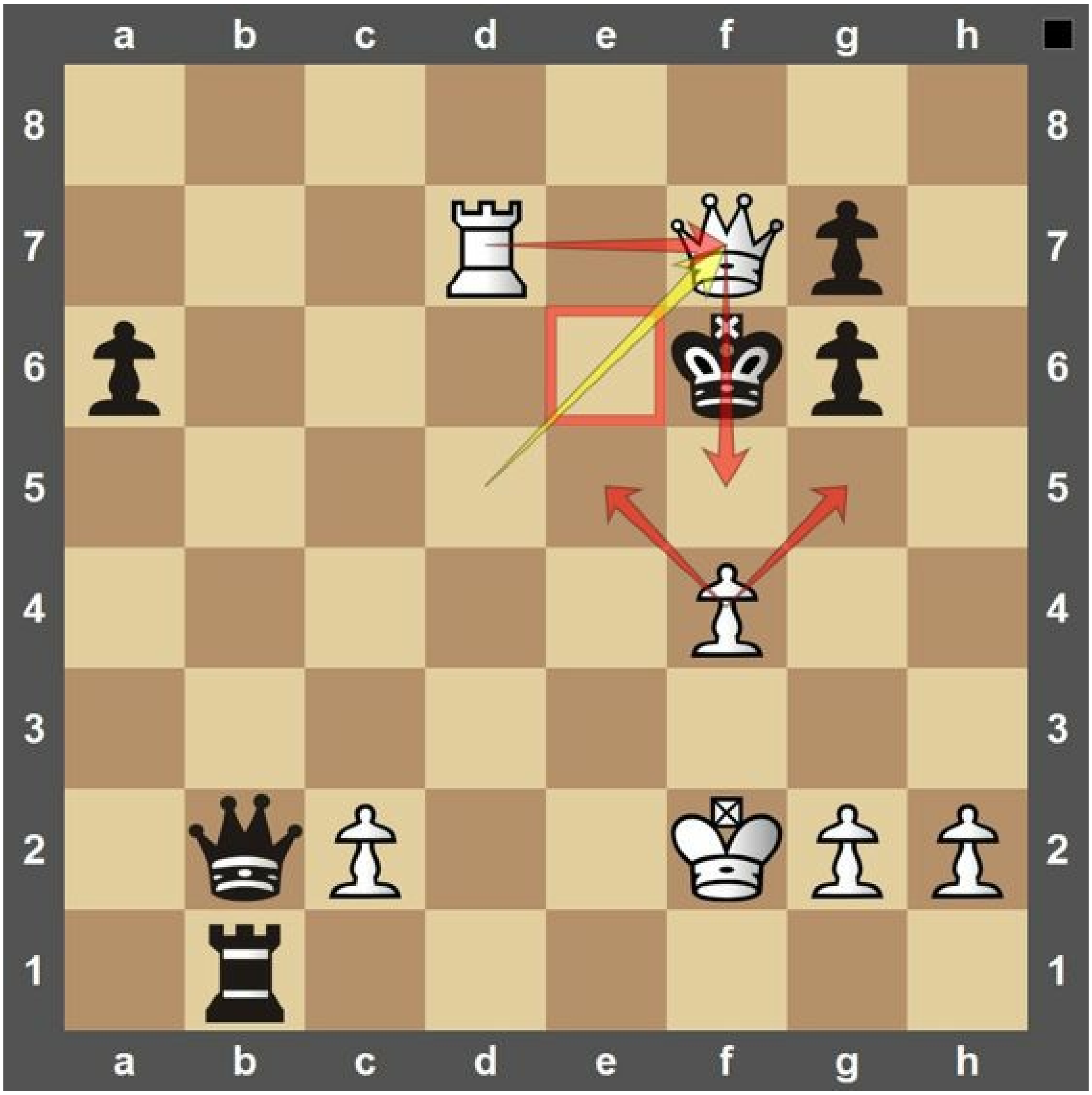
64: **1.Rd7+** [1.Qe6+ Kf8 2.Rd8#] **1...Kf6** [1...Ke8 2.Qf7#; 1...Kf8 2.Qf7#] **2.Rf7#** [2.Qf7#]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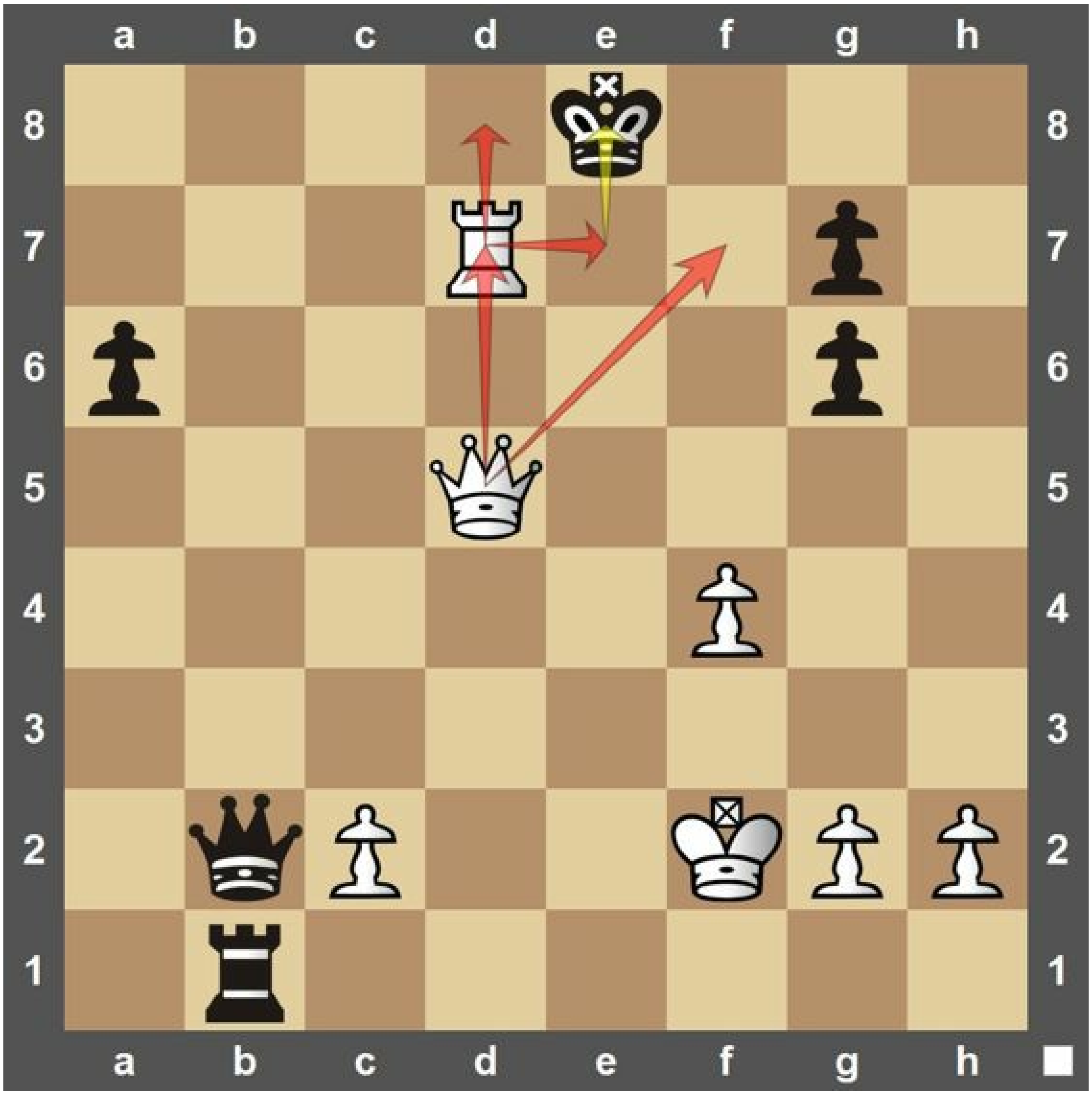
64: **1.Rd7+** [1.Qe6+ Kf8 2.Rd8#] **1...Kf6** [1...Ke8 2.Qf7#; 1...Kf8 2.Qf7#] 2.Rf7# [**2.Qf7#**]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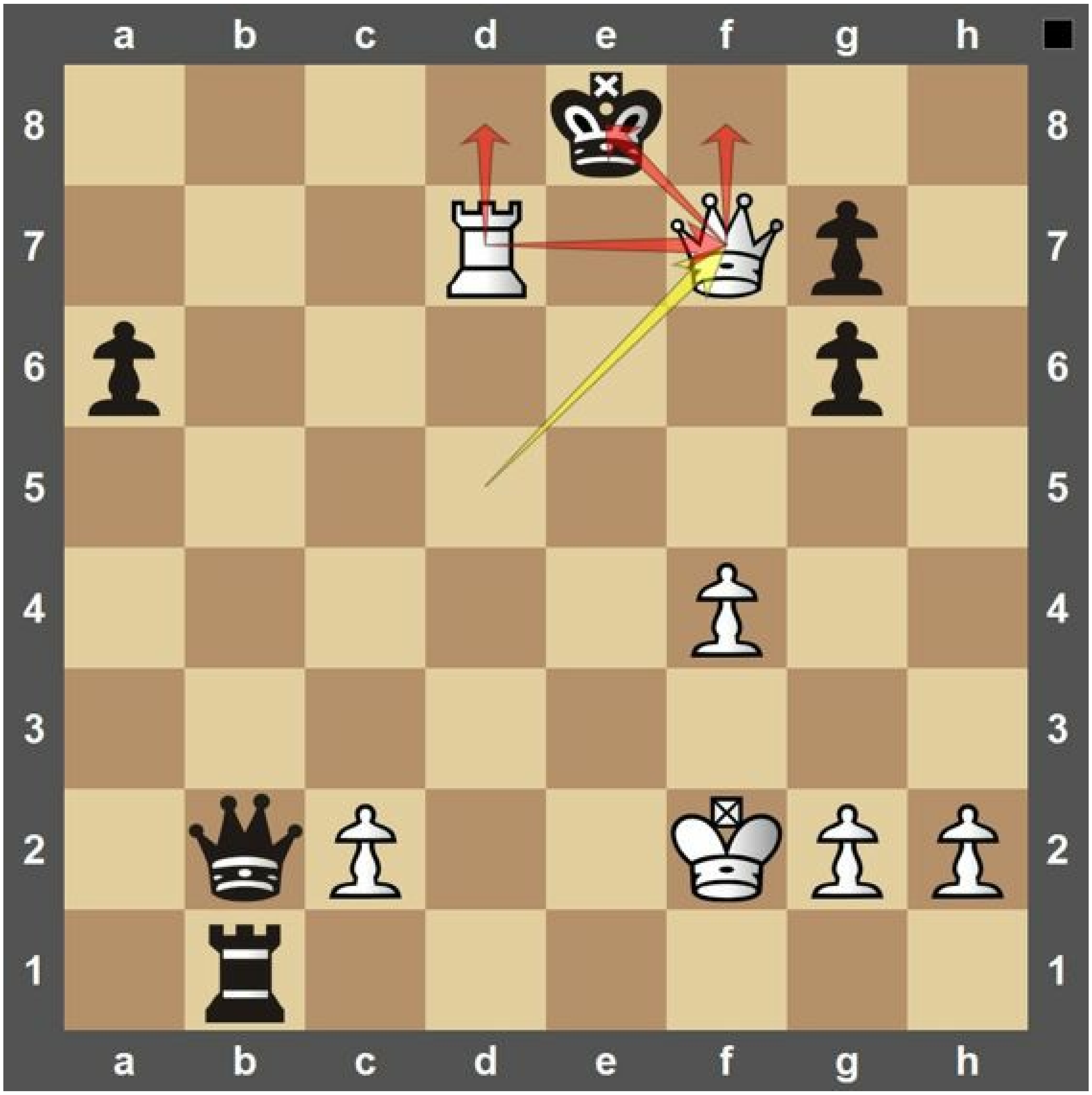
64: **1.Rd7+** [1.Qe6+ Kf8 2.Rd8#] 1...Kf6 [**1...Ke8** 2.Qf7#; 1...Kf8 2.Qf7#] 2.Rf7# [2.Qf7#]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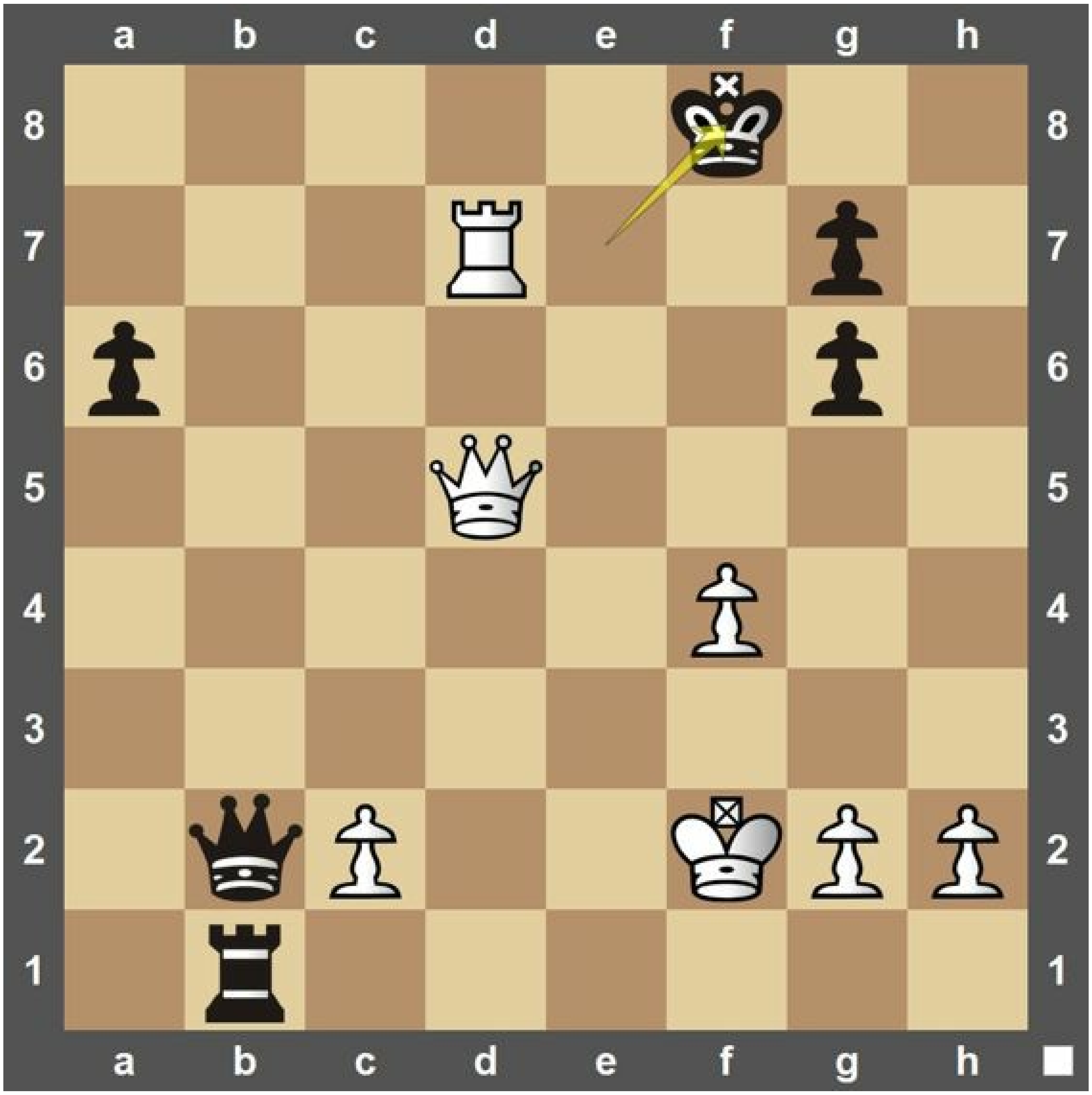
64: **1.Rd7+** [1.Qe6+ Kf8 2.Rd8#] 1...Kf6 [**1...Ke8 2.Qf7#**; 1...Kf8 2.Qf7#] 2.Rf7# [2.Qf7#]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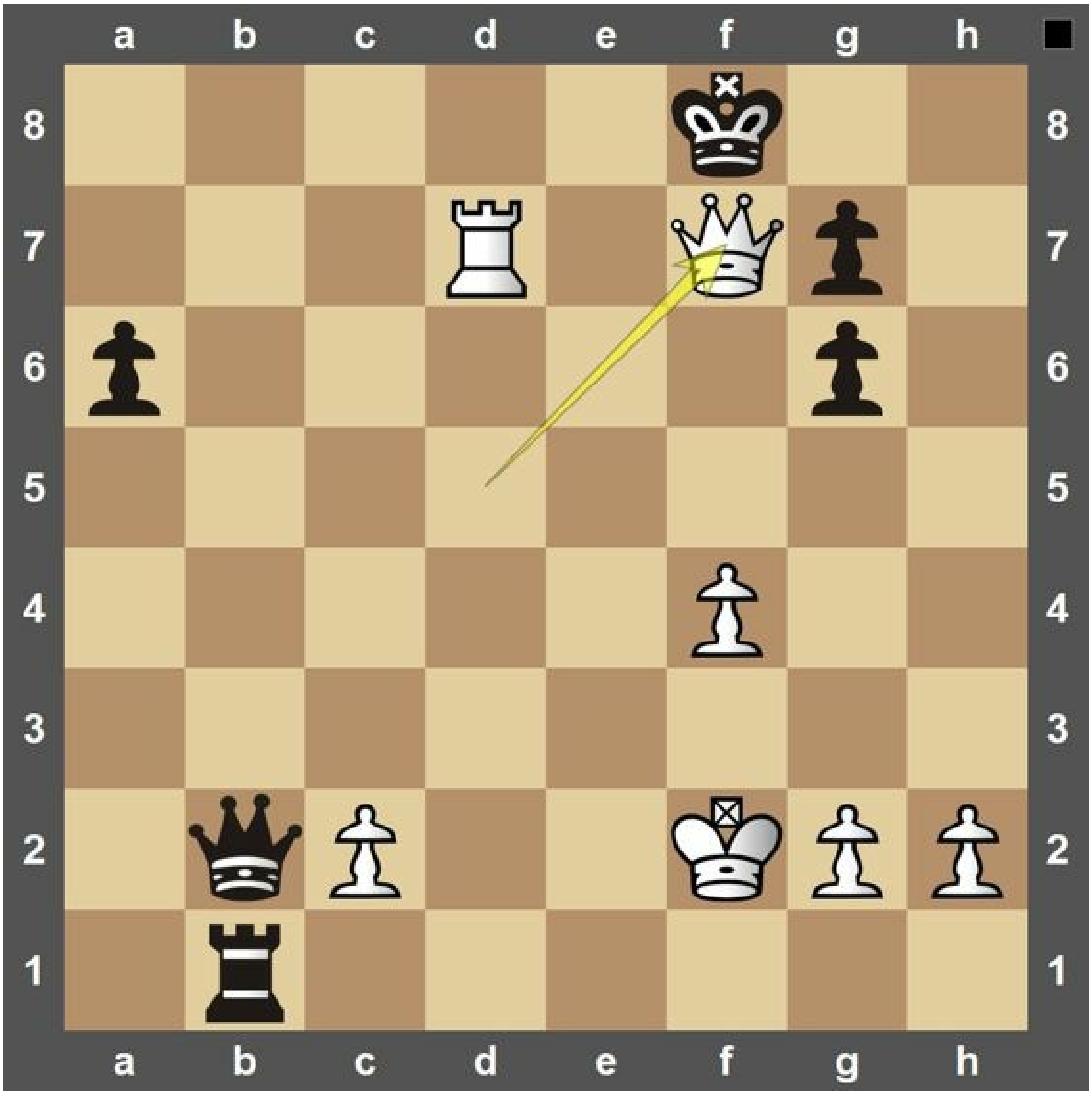
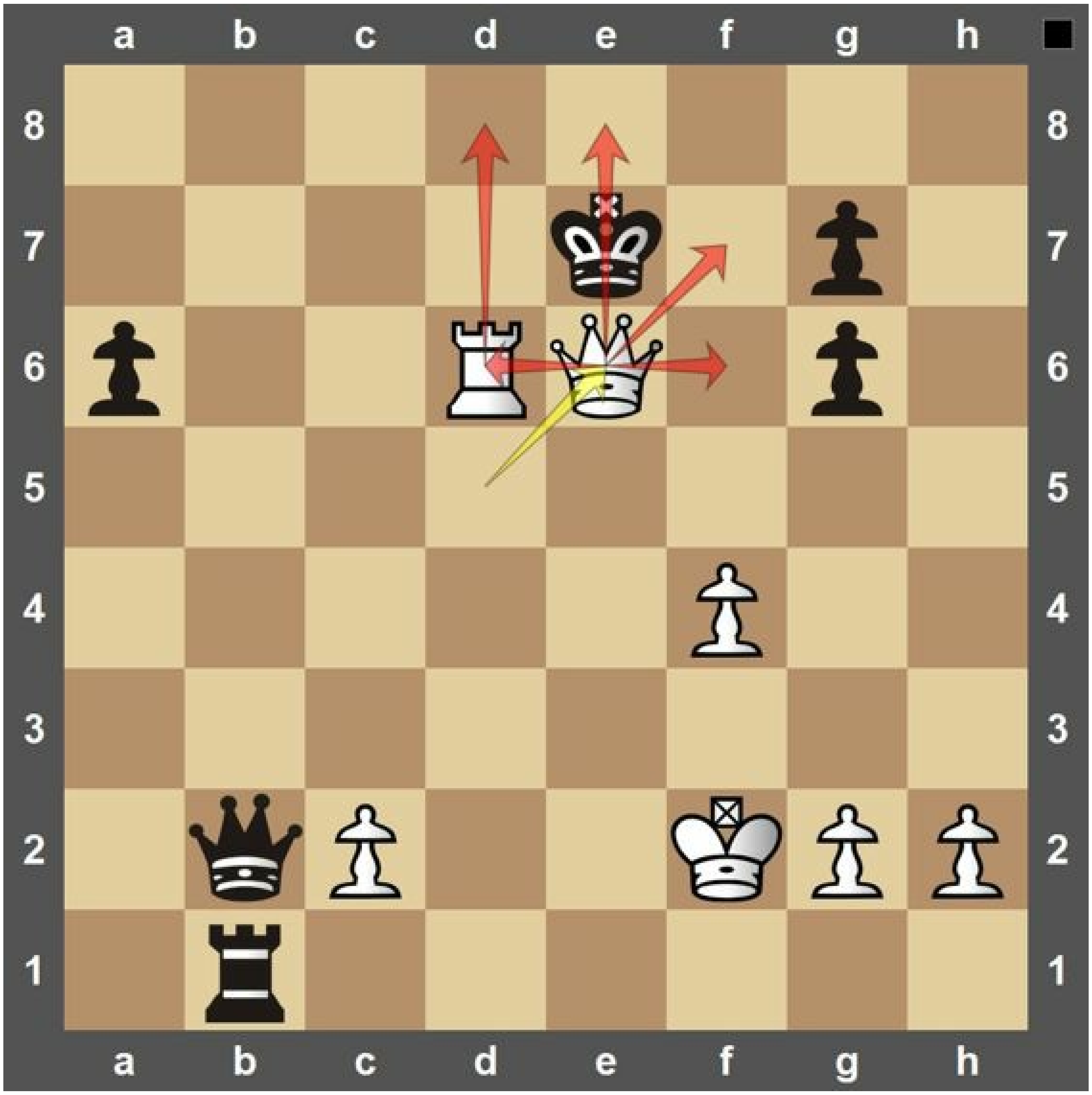
64: **1.Rd7+** [1.Qe6+ Kf8 2.Rd8#] 1...Kf6 [1...Ke8 2.Qf7#; **1...Kf8** 2.Qf7#] 2.Rf7# [2.Qf7#]



64: **1.Rd7+** [1.Qe6+ Kf8 2.Rd8#] 1...Kf6 [1...Ke8 2.Qf7#; **1...Kf8 2.Qf7#**] 2.Rf7# [2.Qf7#]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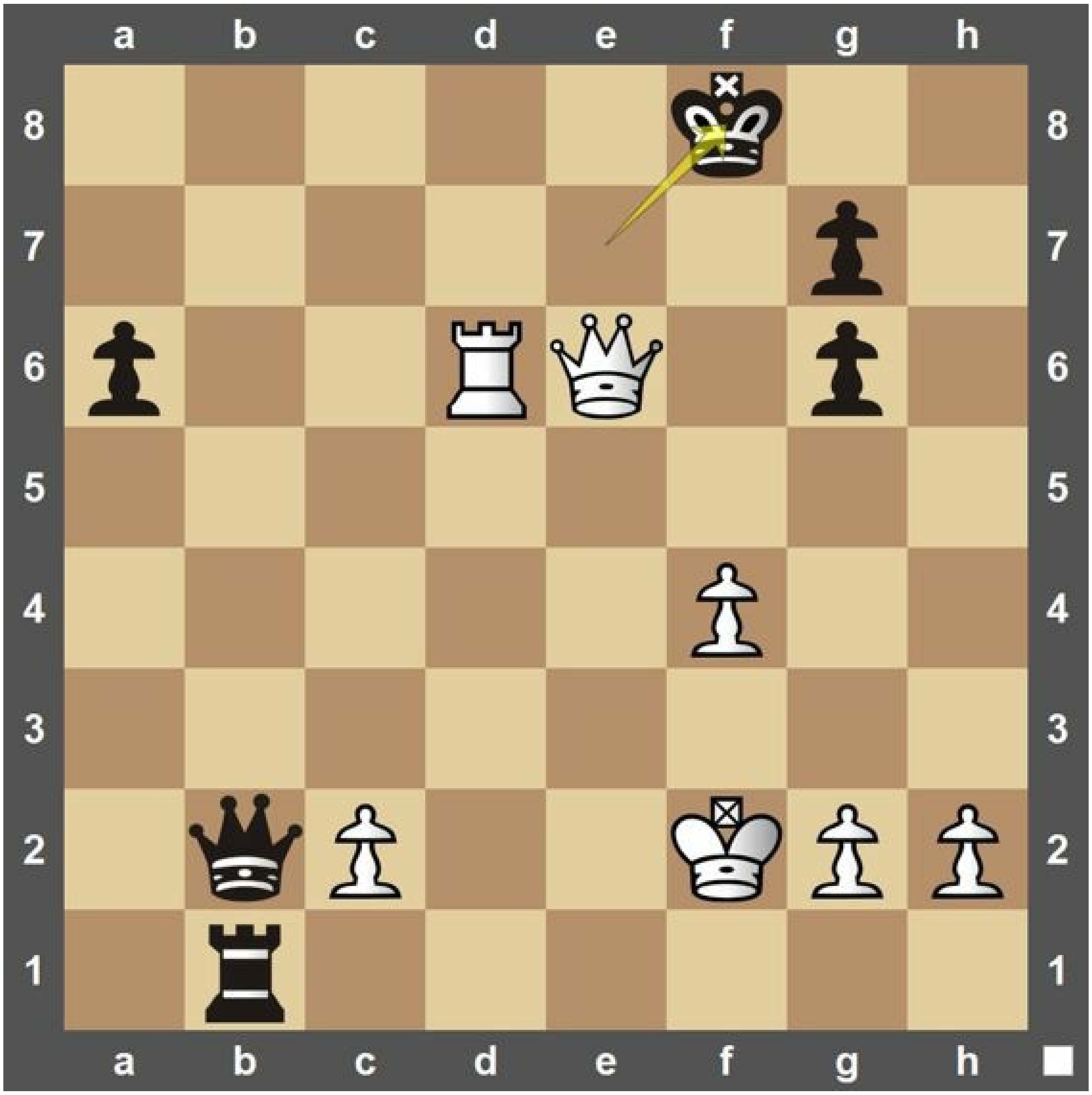
64: 1.Rd7+ [**1.Qe6+** Kf8 2.Rd8#] 1...Kf6 [1...Ke8 2.Qf7#; 1...Kf8 2.Qf7#] 2.Rf7# [2.Qf7#]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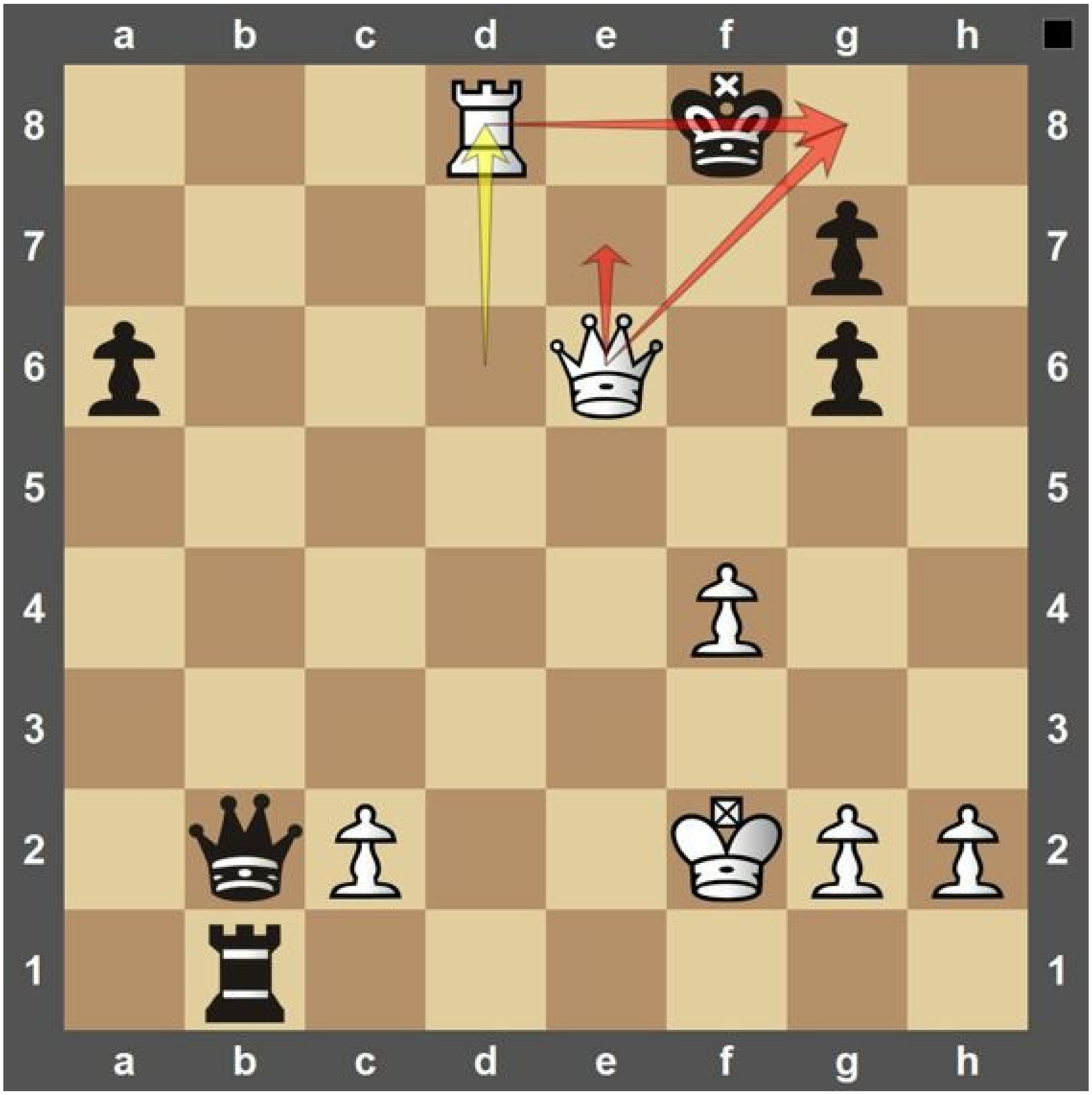
64: 1.Rd7+ [**1.Qe6+ Kf8** 2.Rd8#] 1...Kf6 [1...Ke8 2.Qf7#; 1...Kf8 2.Qf7#] 2.Rf7# [2.Qf7#]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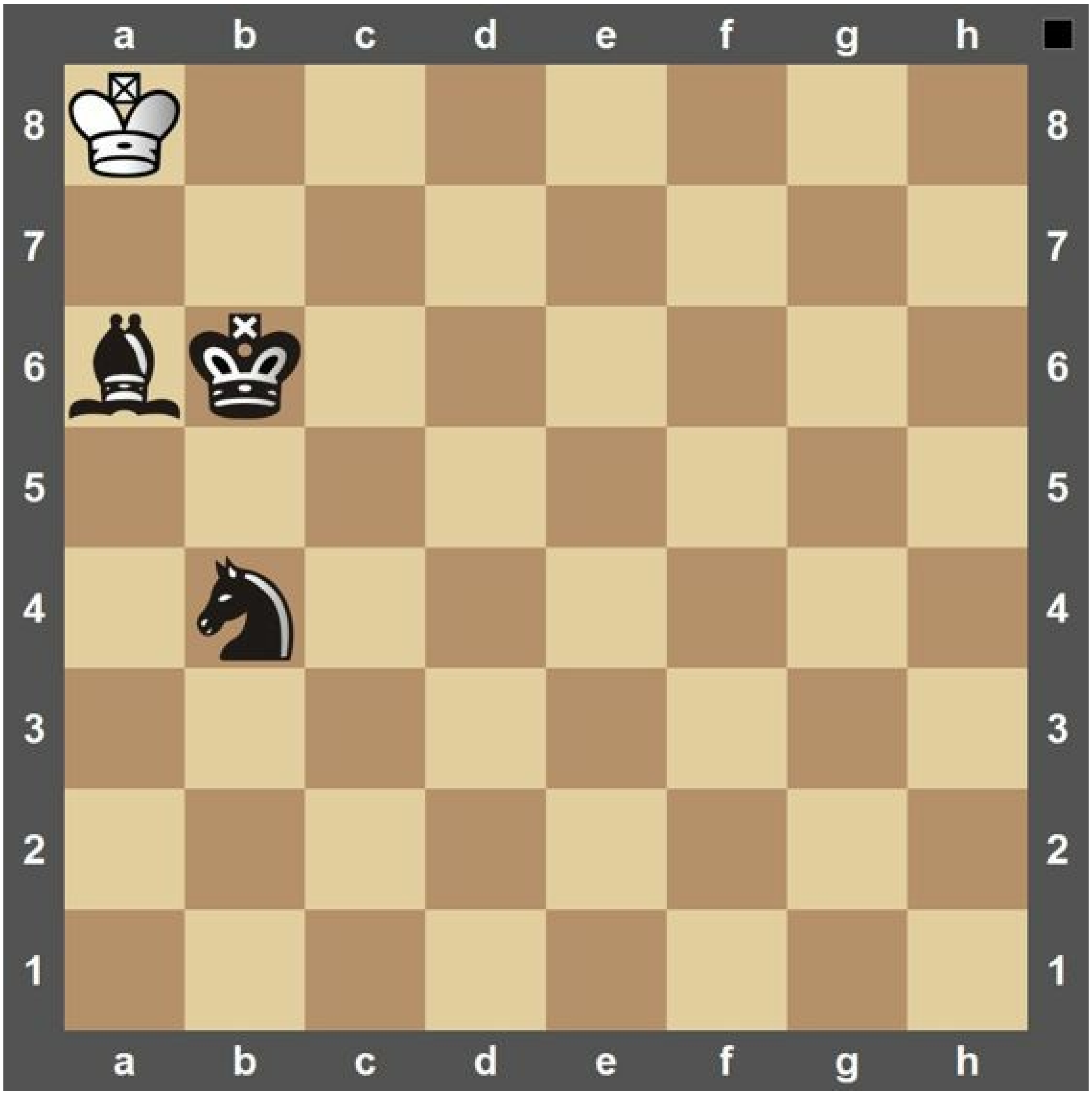
64: 1.Rd7+ [**1.Qe6+ Kf8 2.Rd8#**] 1...Kf6 [1...Ke8 2.Qf7#; 1...Kf8 2.Qf7#] 2.Rf7# [2.Qf7#]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65: Black to move.

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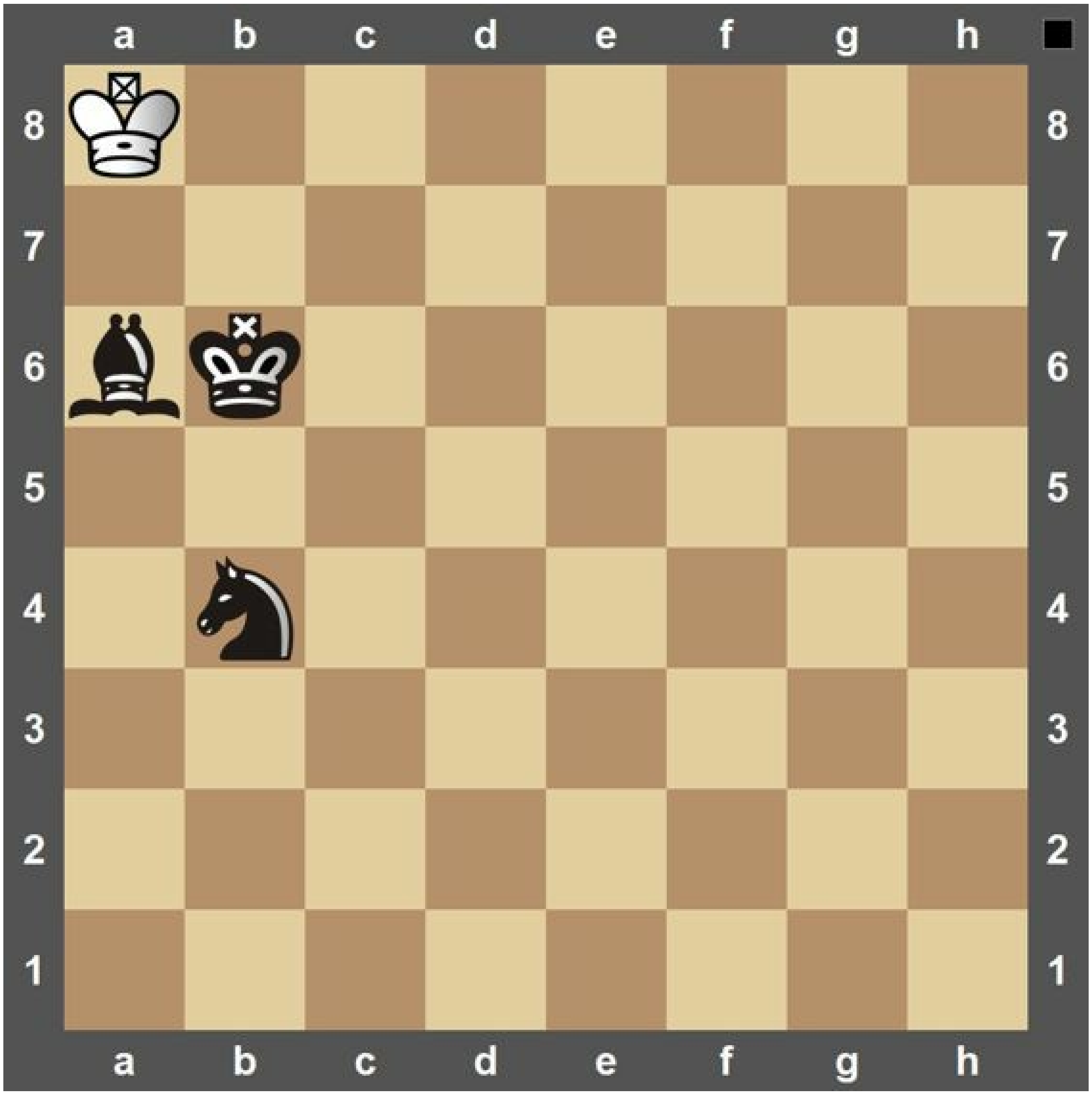
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65: 1...Bb7+ 2.Kb8 Na6# [2...Nc6#]

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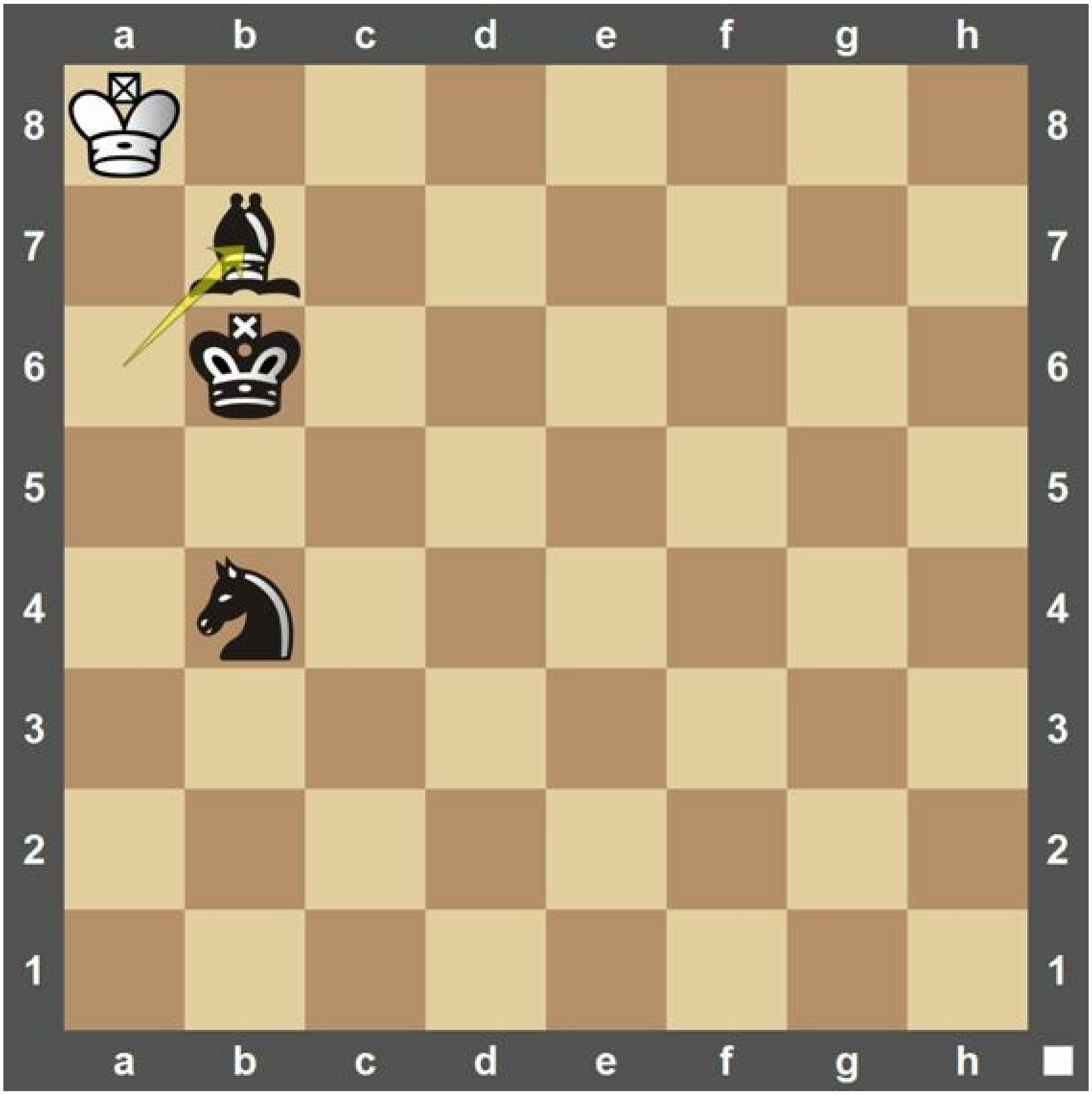
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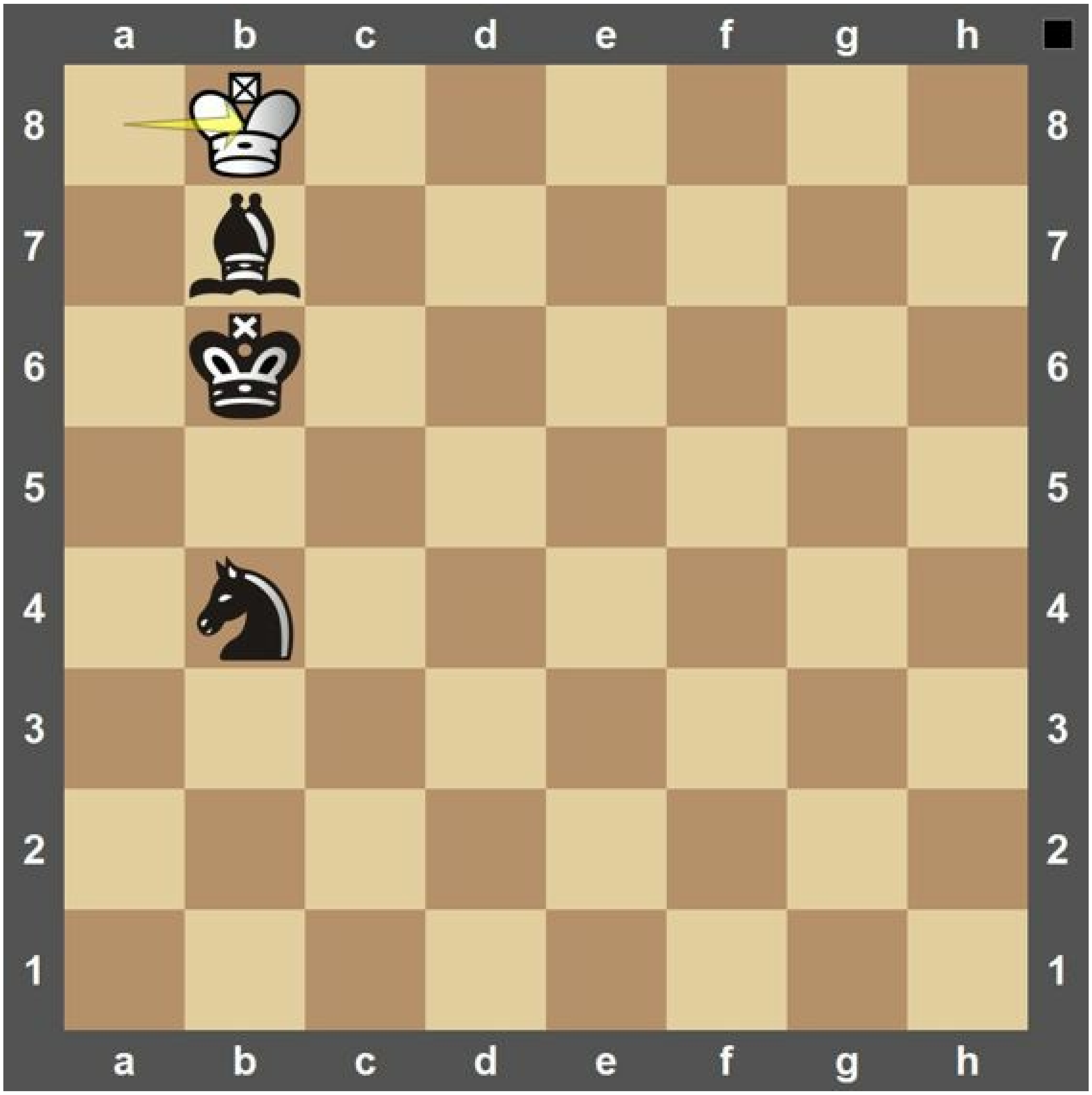
65: **1...Bb7+** 2.Kb8 Na6# [2...Nc6#]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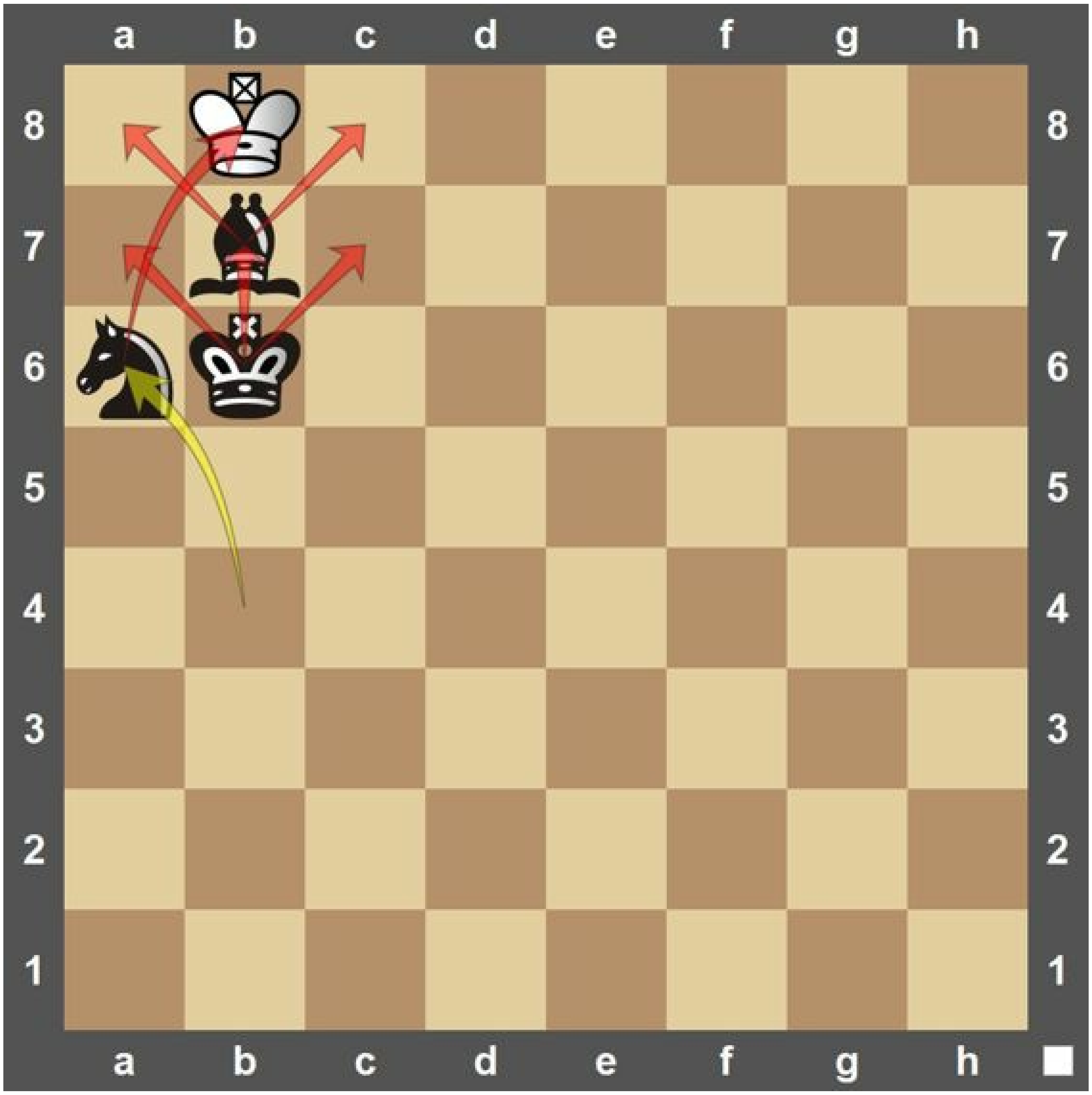
65: **1...Bb7+ 2.Kb8** Na6# [2...Nc6#]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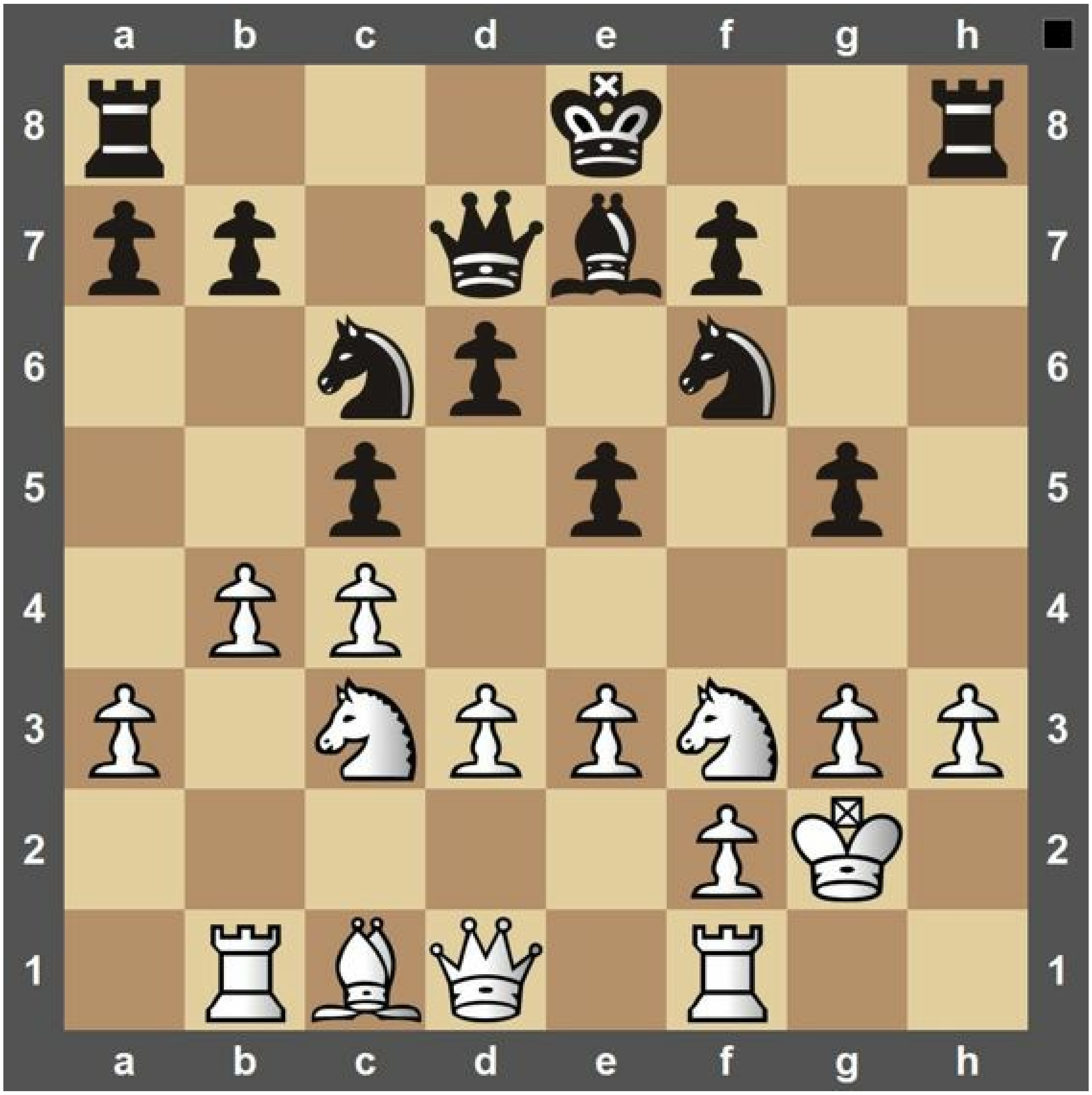
65: **1...Bb7+ 2.Kb8 Na6#** [2...Nc6#]



66: Black to move.

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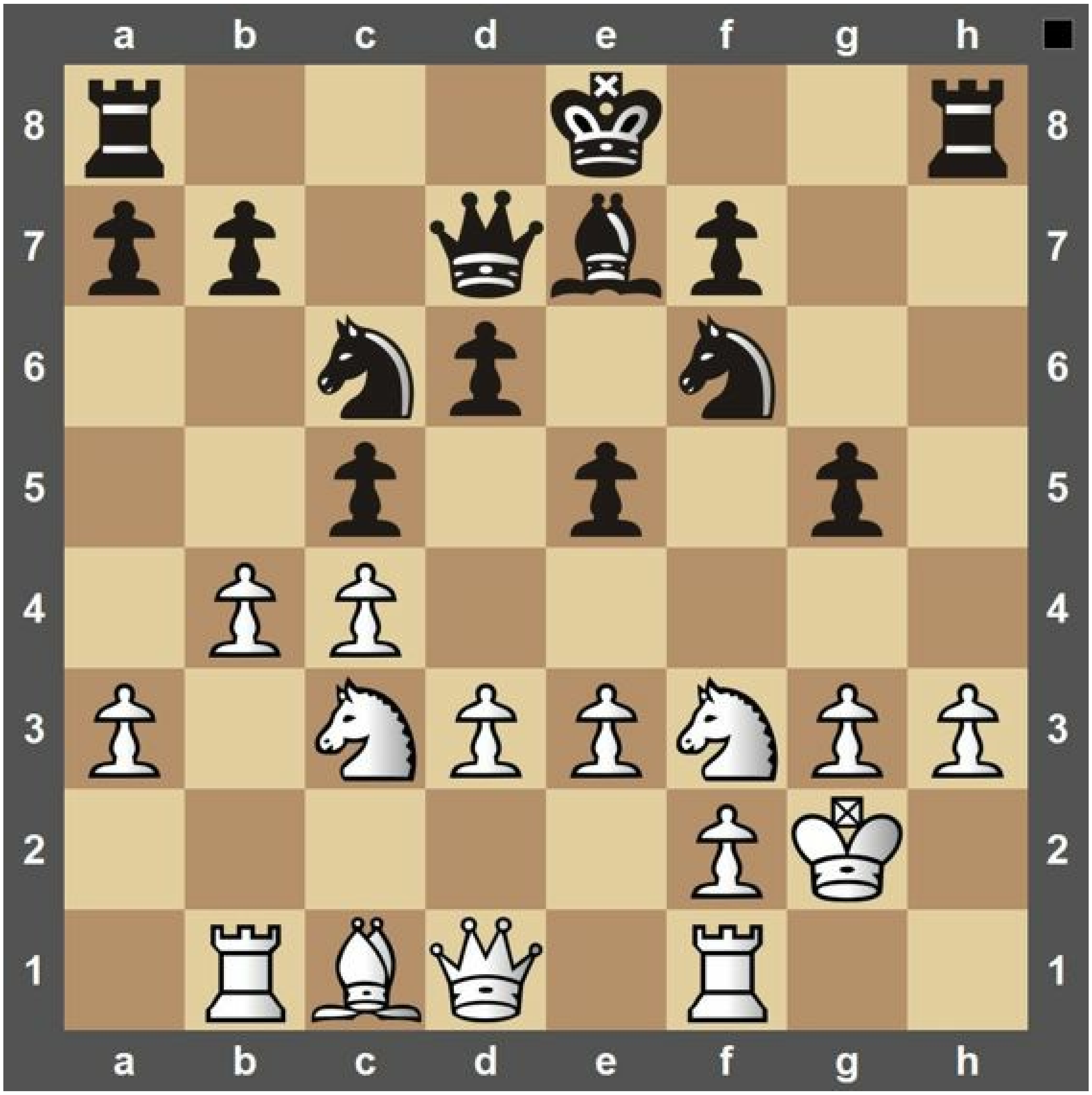
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66: 1...Qxh3+ 2.Kg1 Qh1#

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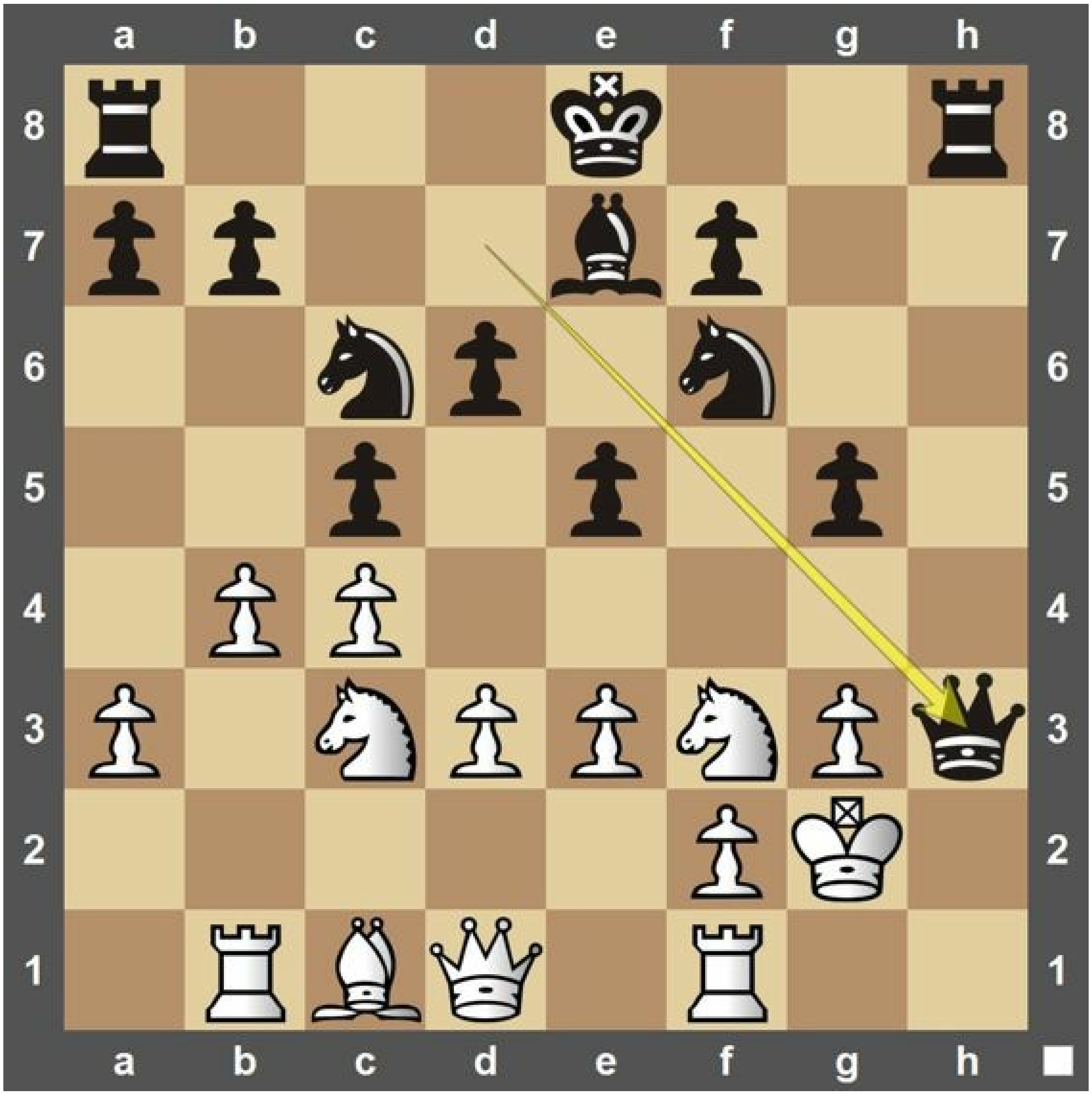
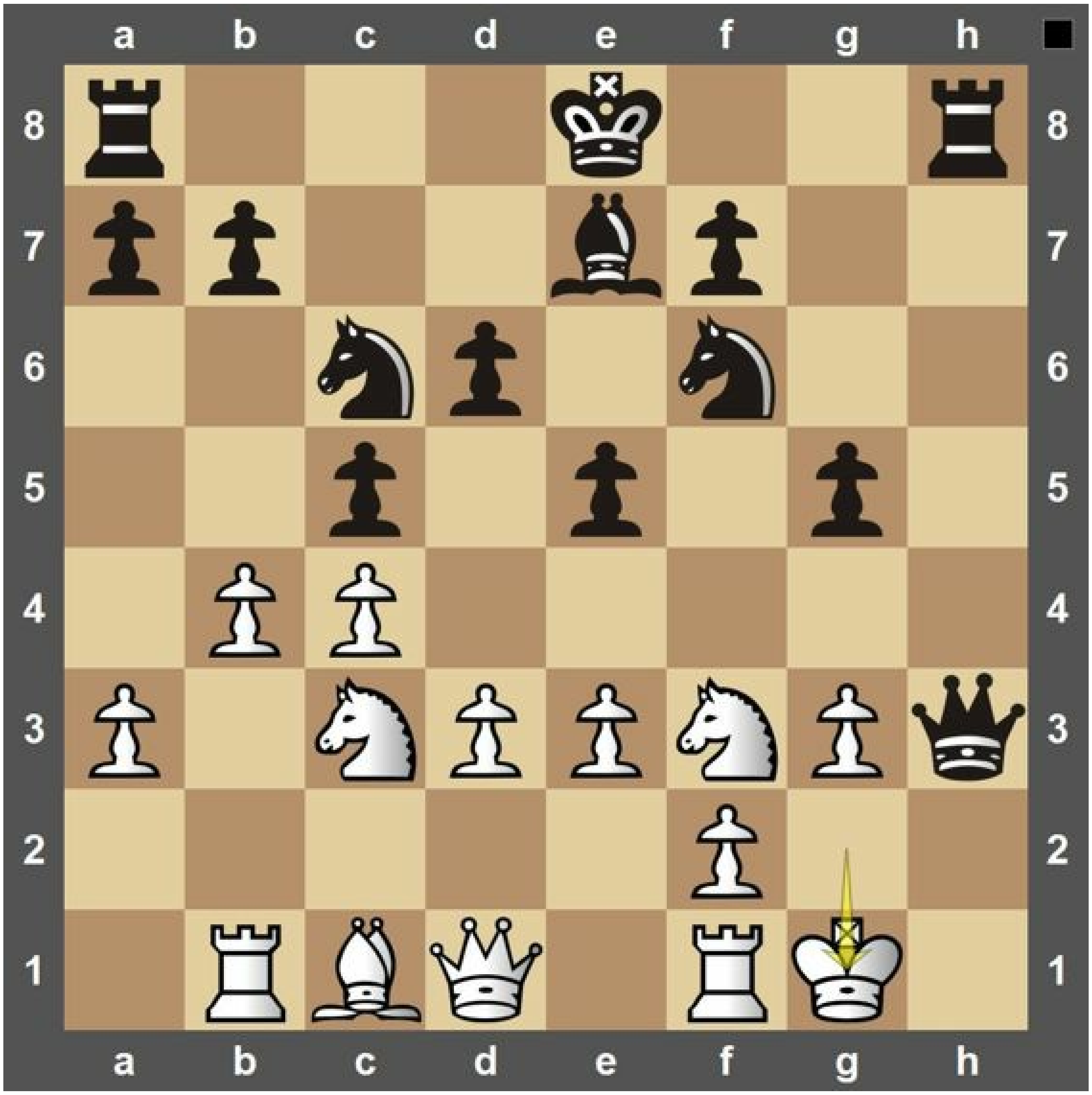
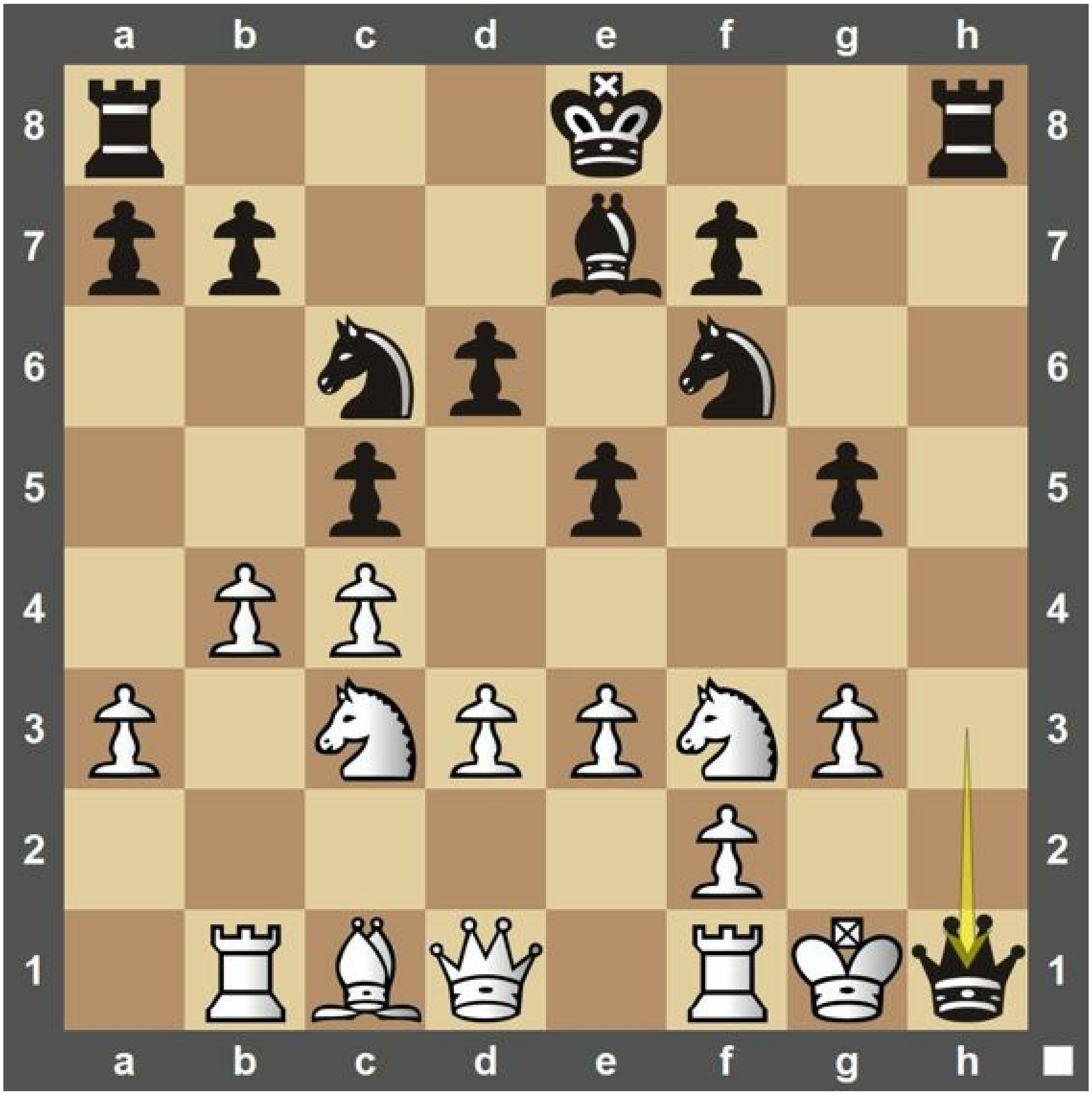


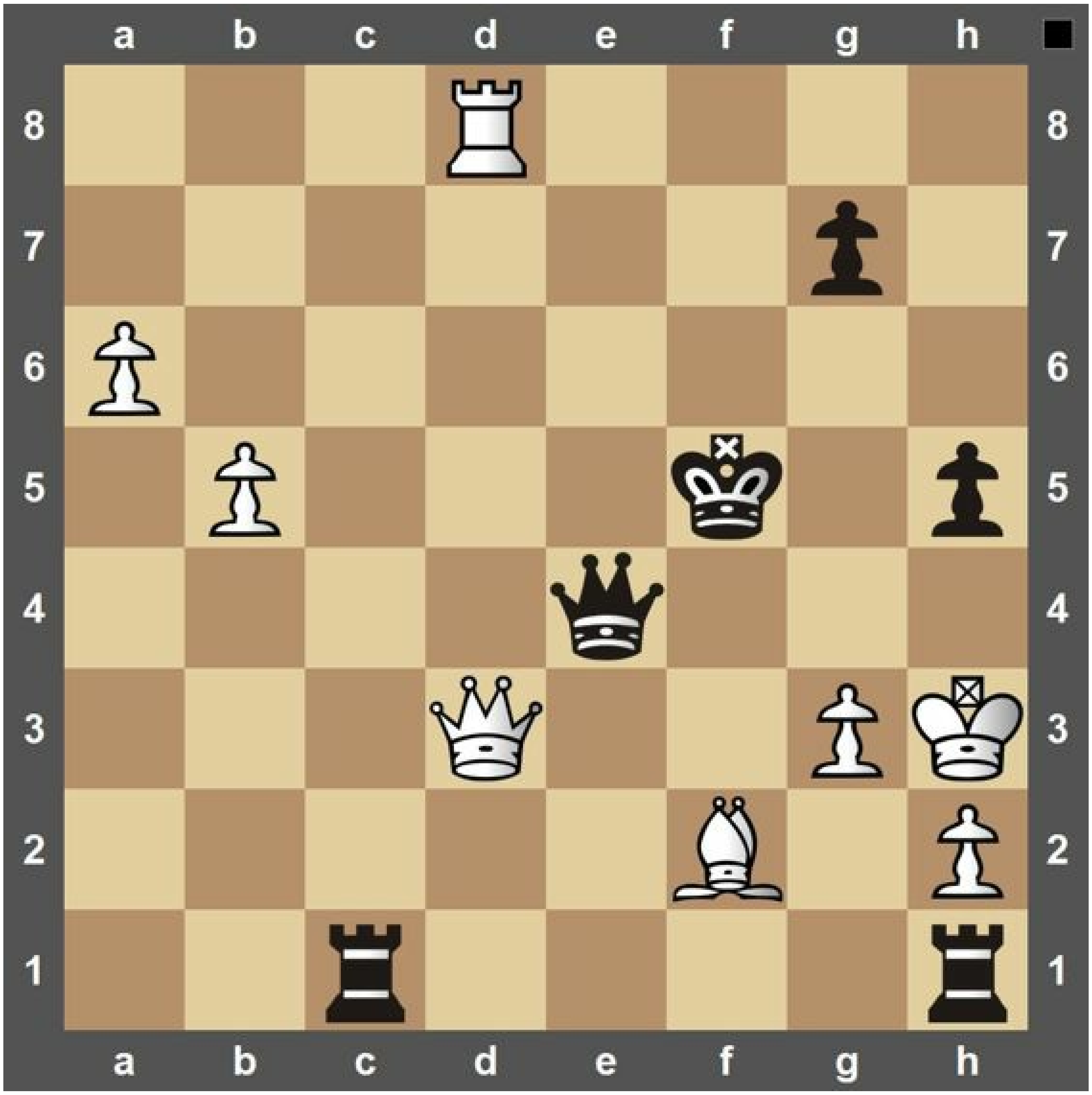
66: **1...Qxh3+** 2.Kg1 Qh1#



66: **1...Qxh3+ 2.Kg1** Qh1#



66: **1...Qxh3+ 2.Kg1 Qh1#**



67: Black to move.

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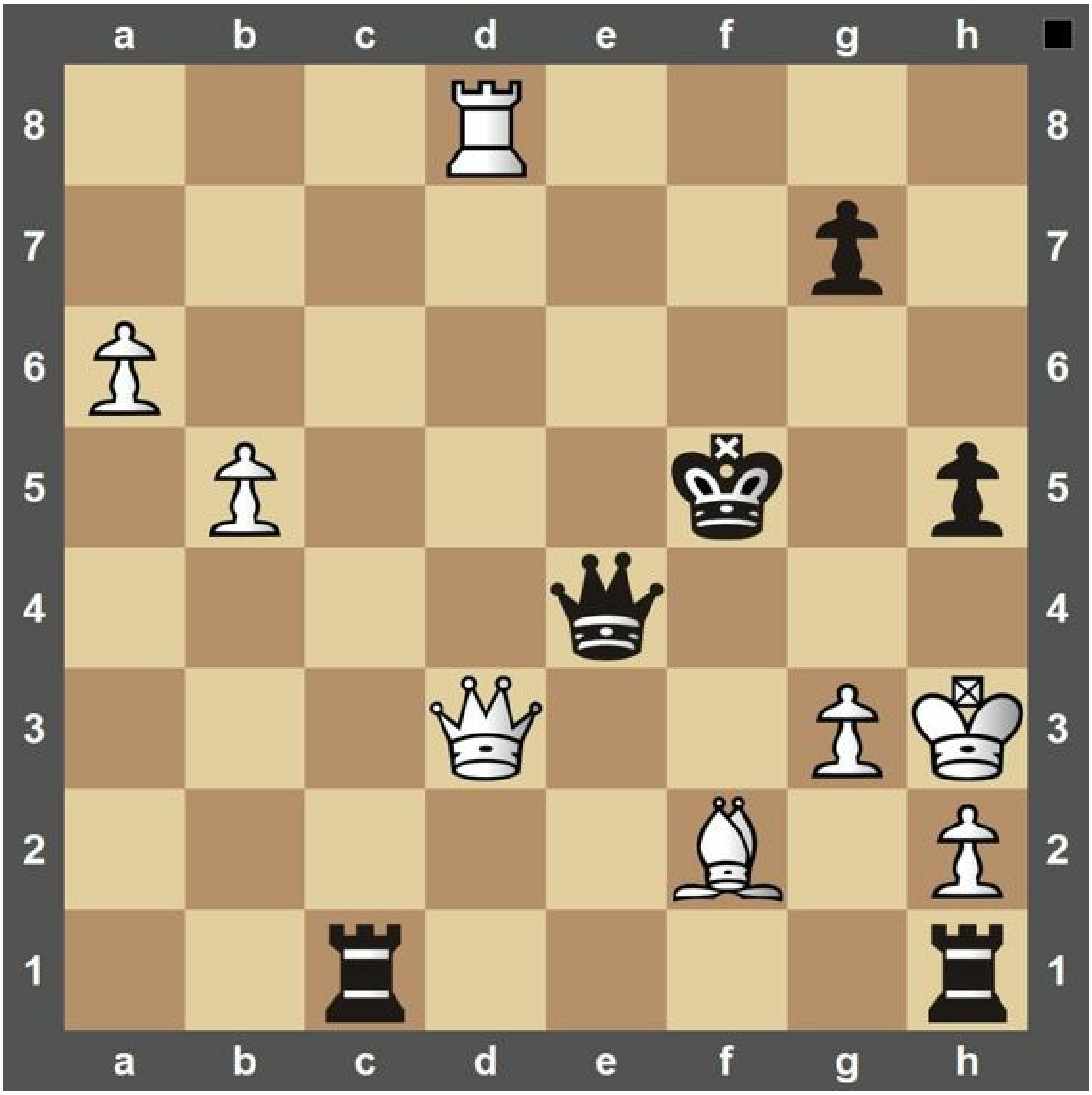
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67: 1...Rxh2+ 2.Kxh2 Rh1#

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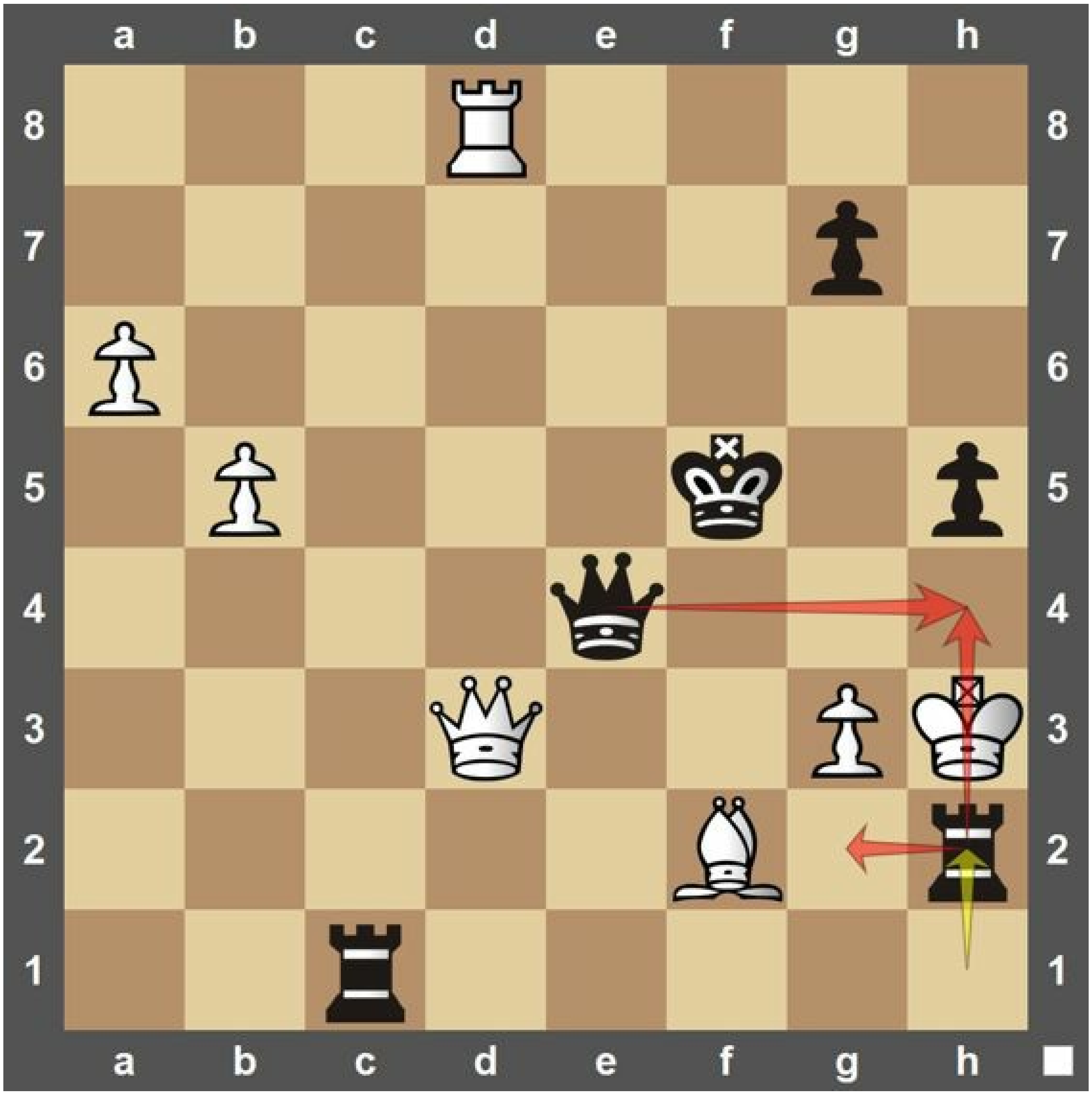
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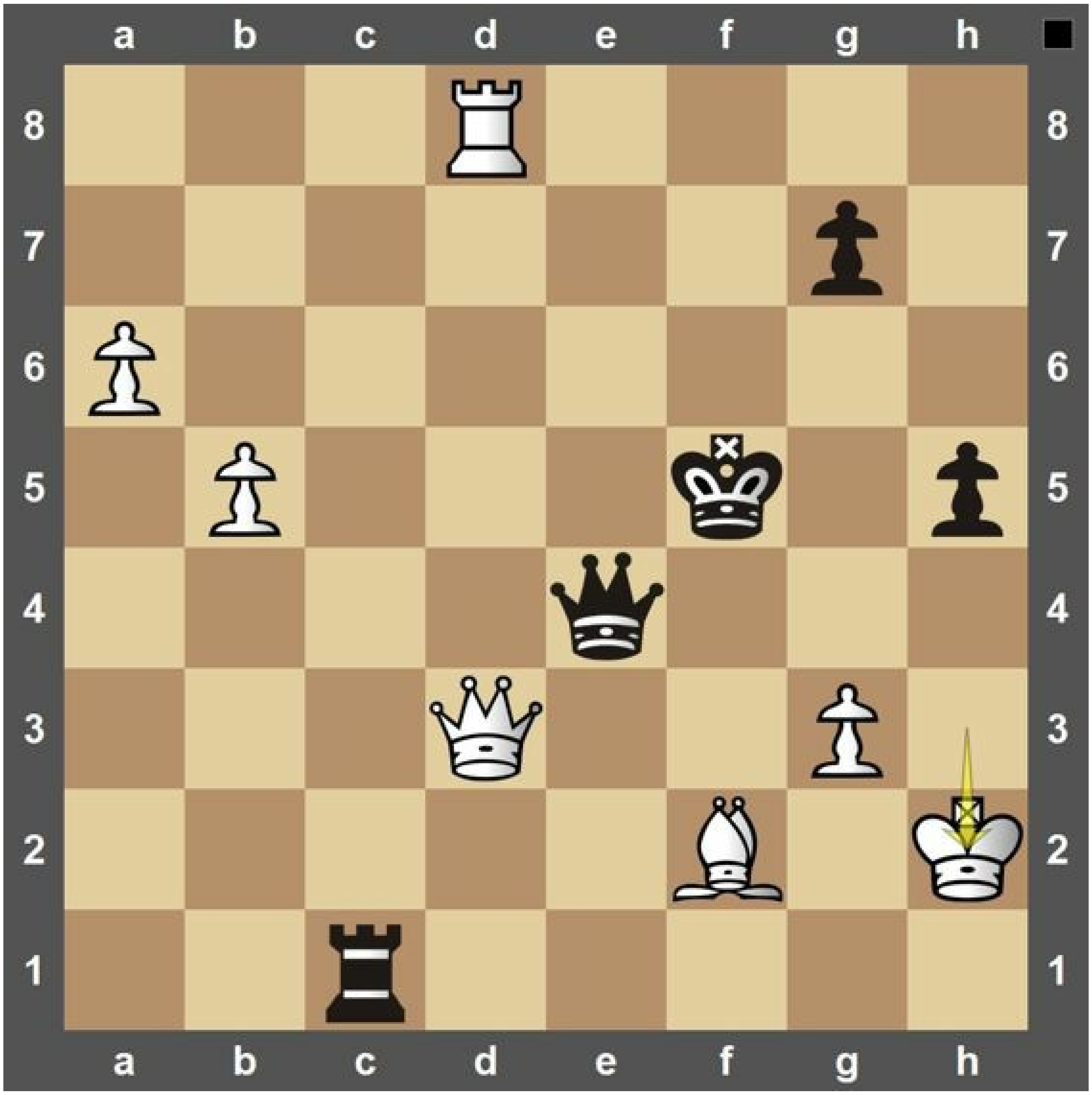
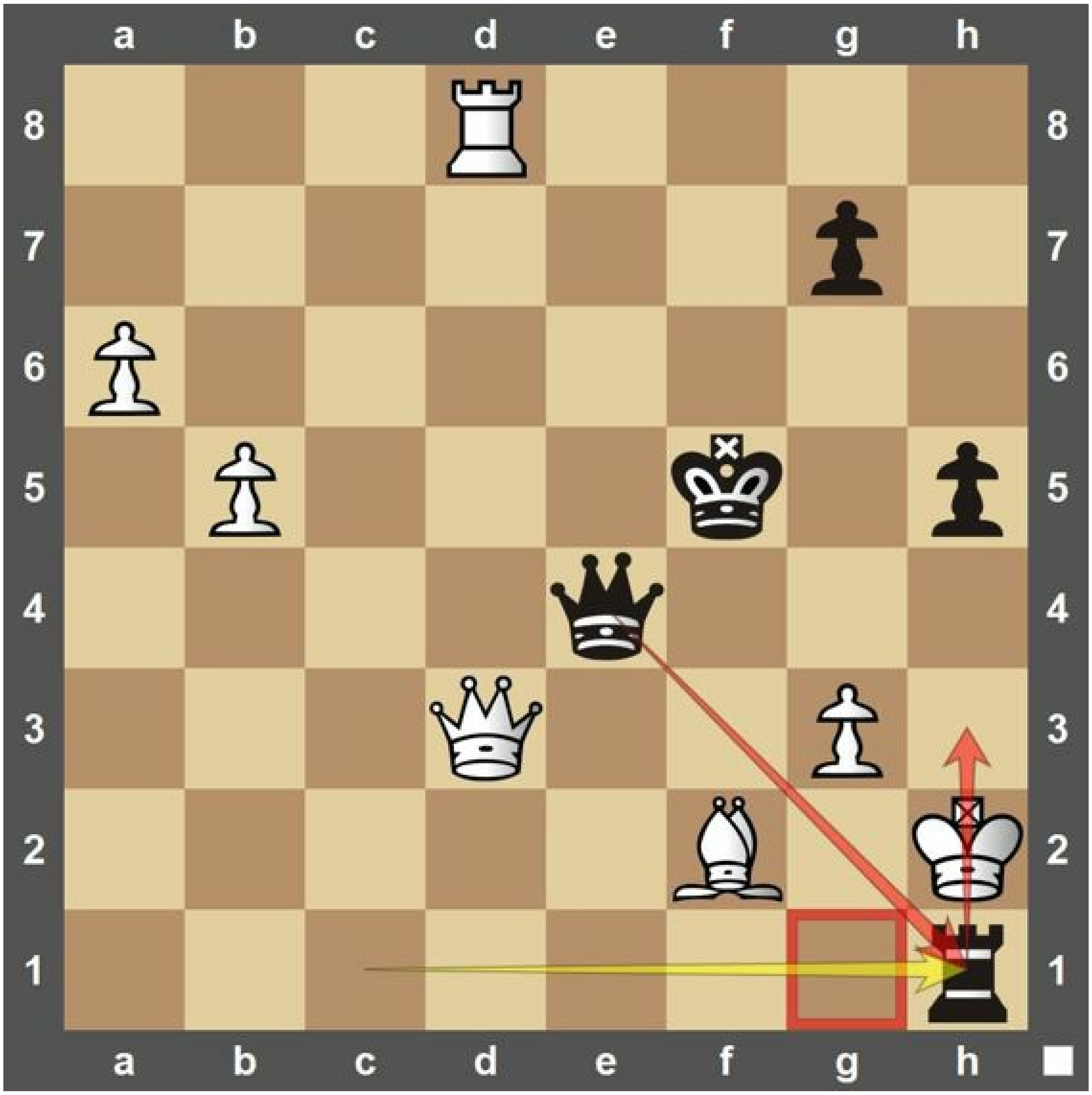
67: **1...Rxh2+** 2.Kxh2 Rh1#



67: **1...Rxh2+ 2.Kxh2** Rh1#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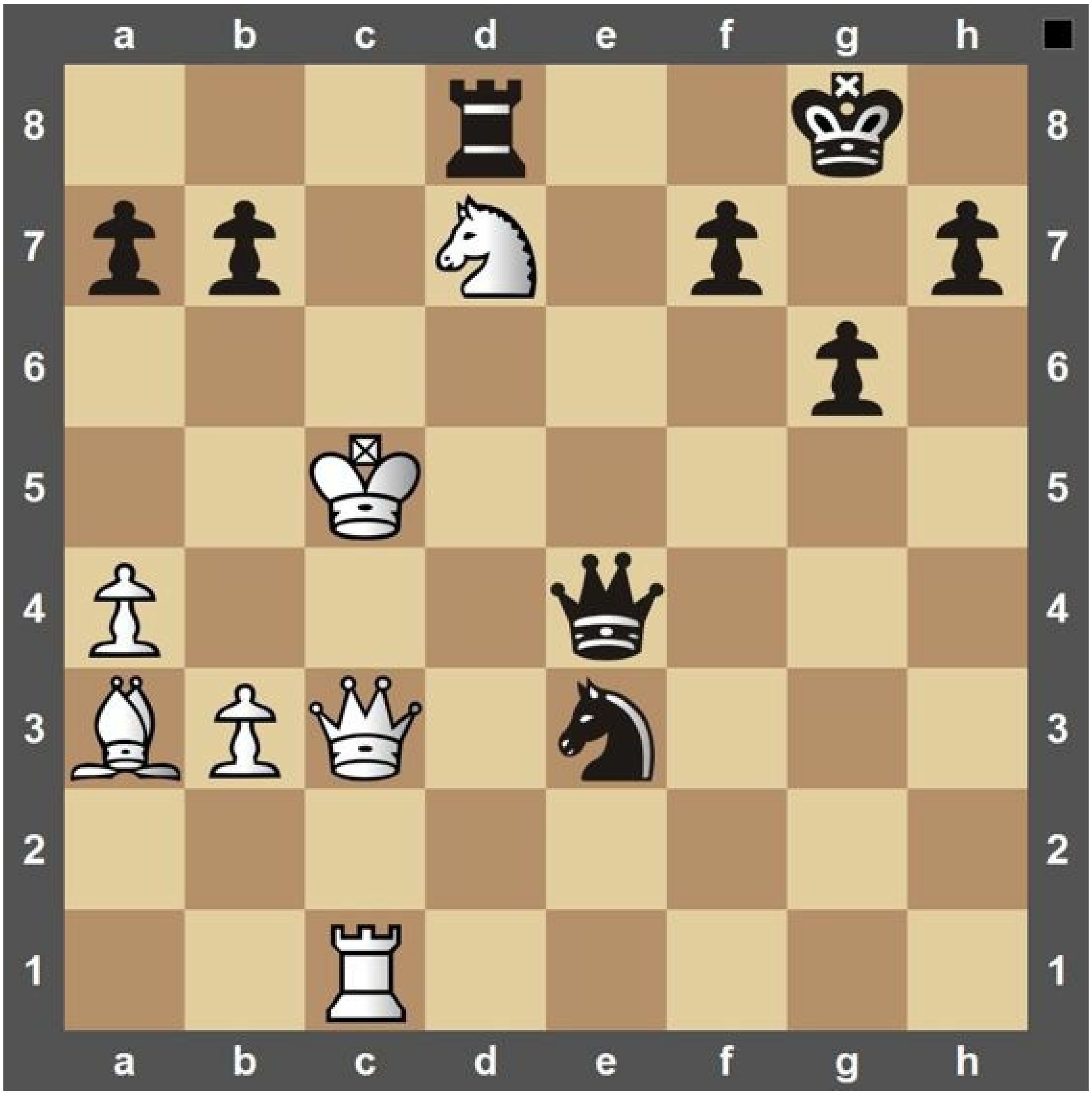
67: **1...Rxh2+ 2.Kxh2 Rh1#**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8 7 6 5 4 3 2 1

68: Black to move.

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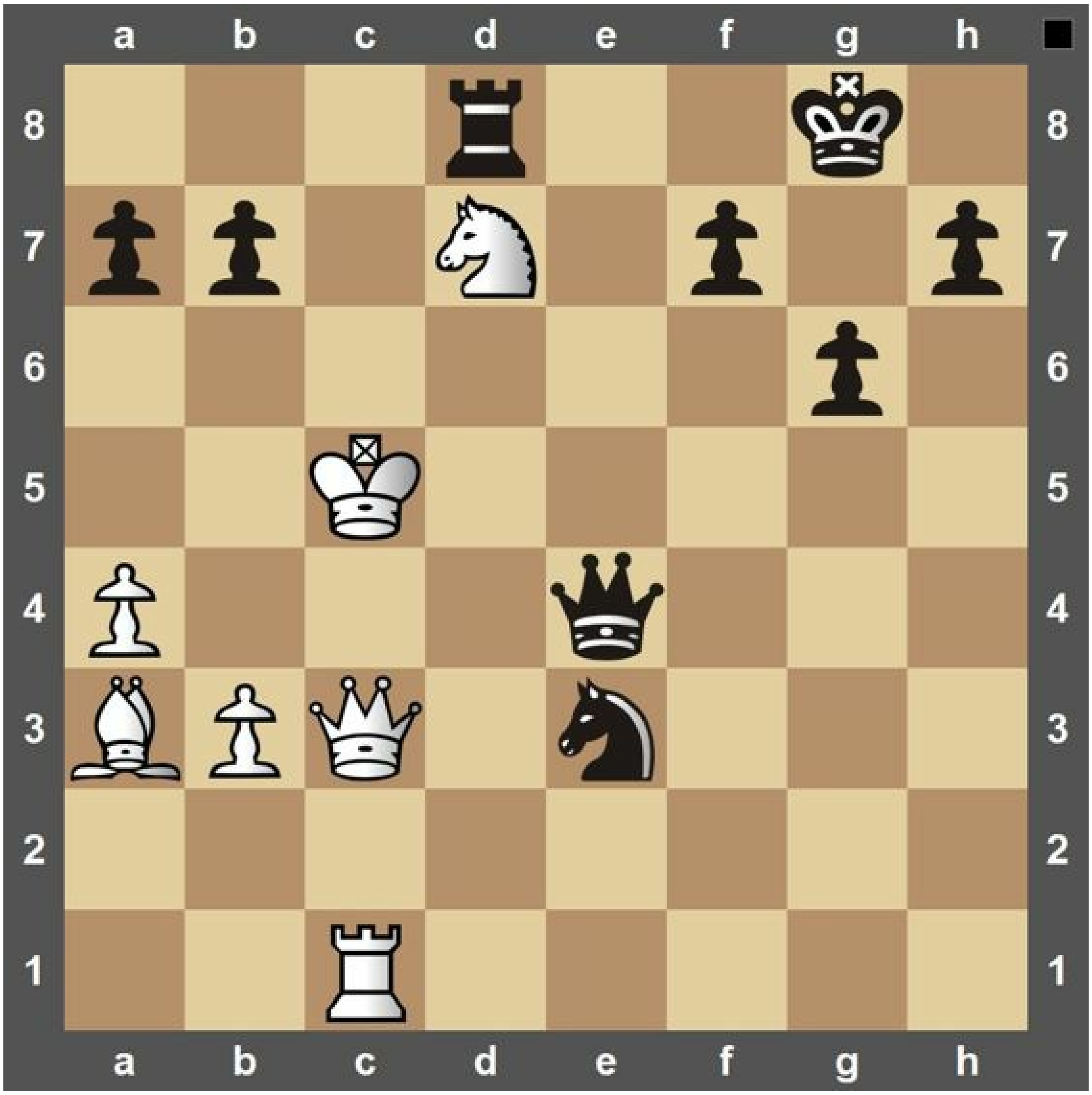
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68: 1...Qd5+ 2.Kb4 a5#

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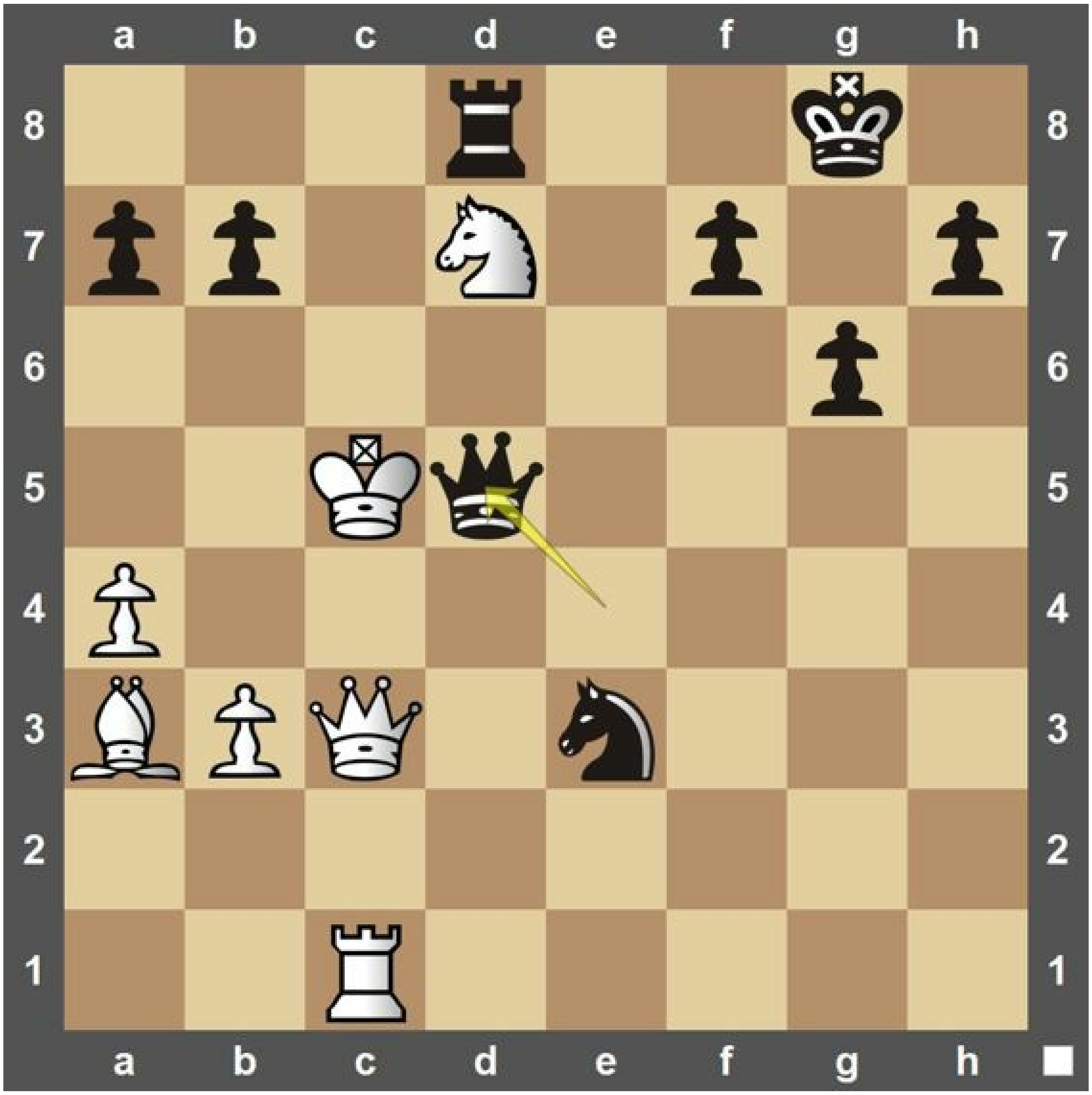
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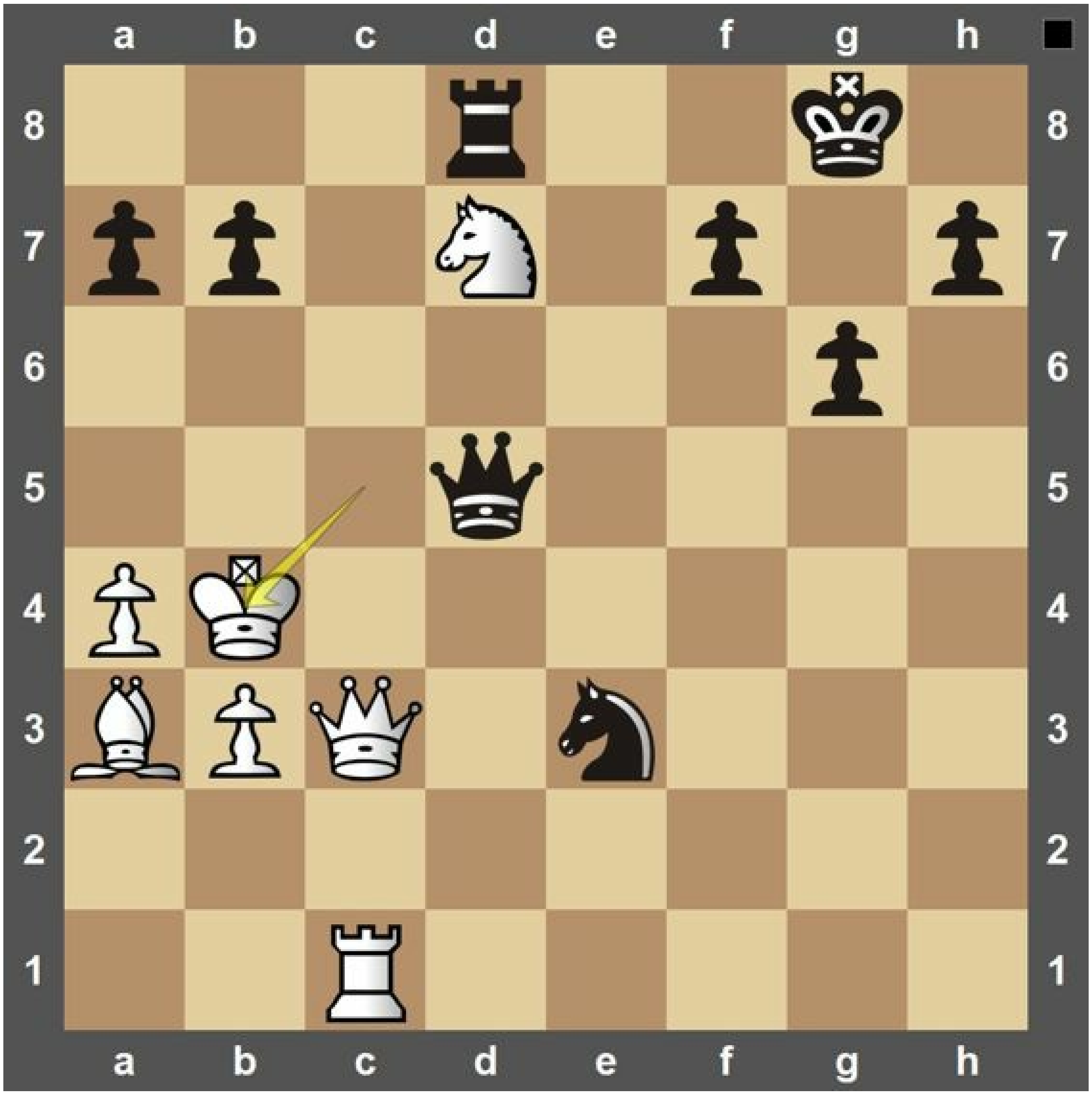
68: **1...Qd5+** 2.Kb4 a5#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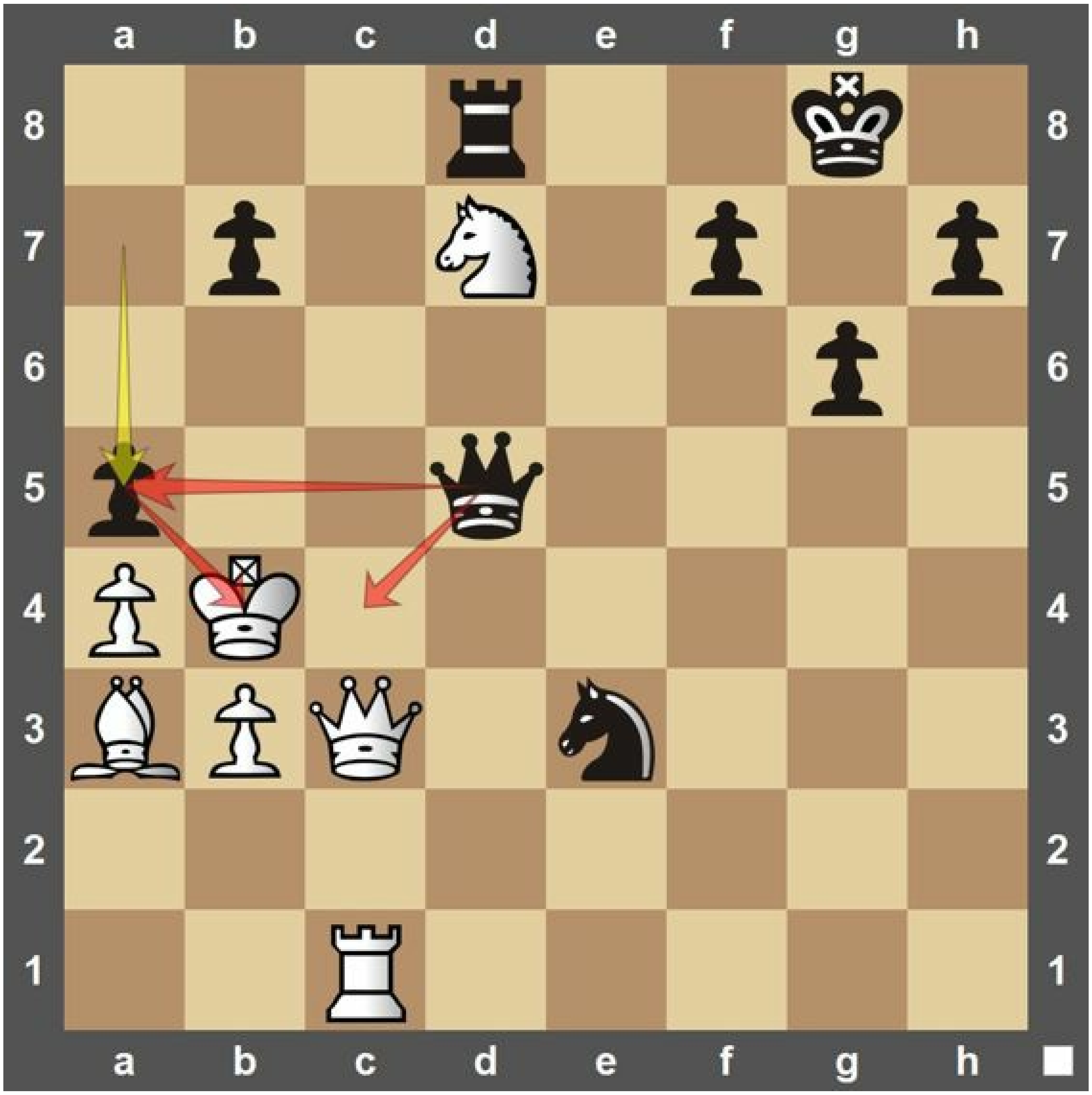
68: **1...Qd5+ 2.Kb4** a5#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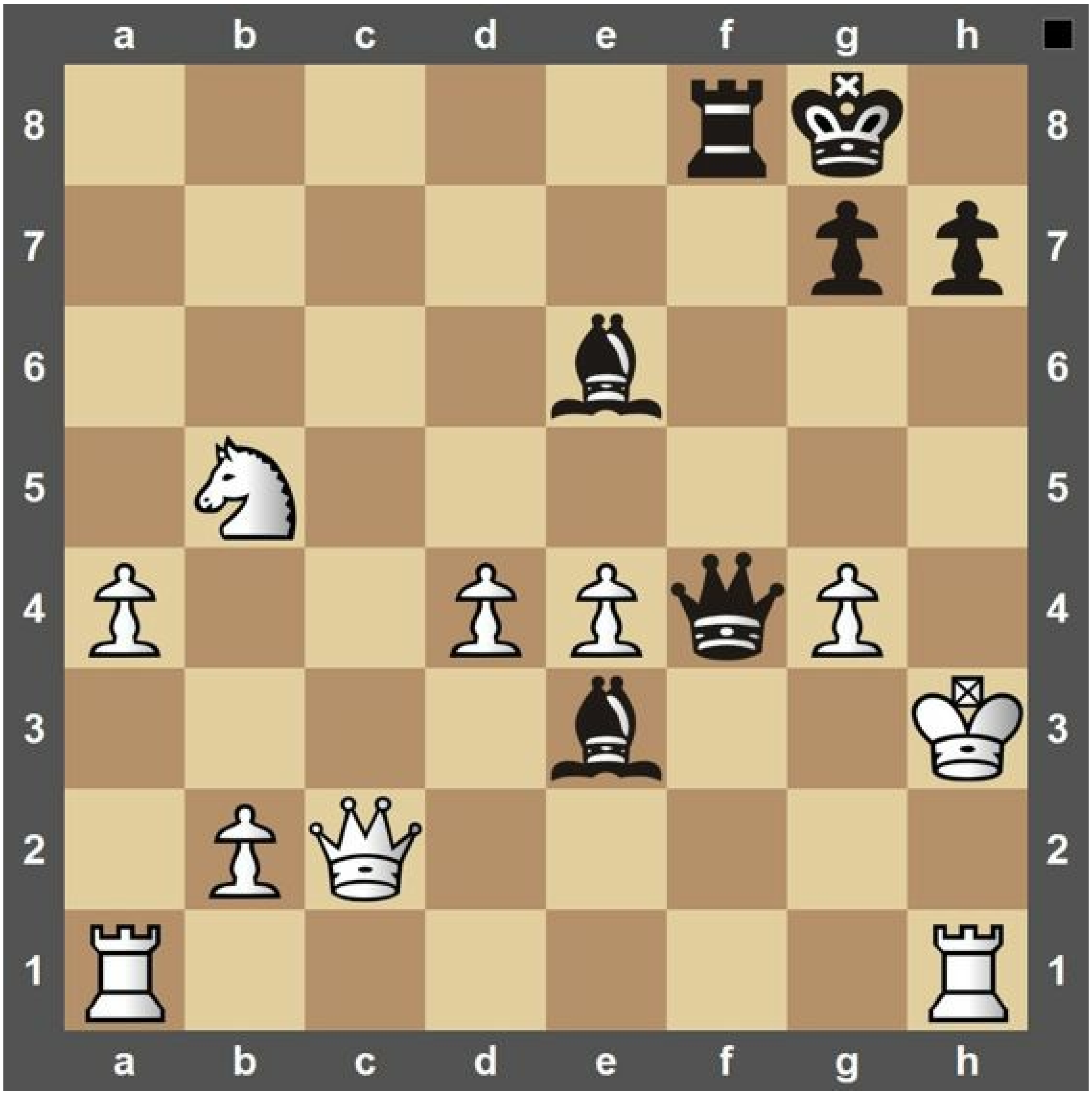
68: **1...Qd5+ 2.Kb4 a5#**



69: Black to move.

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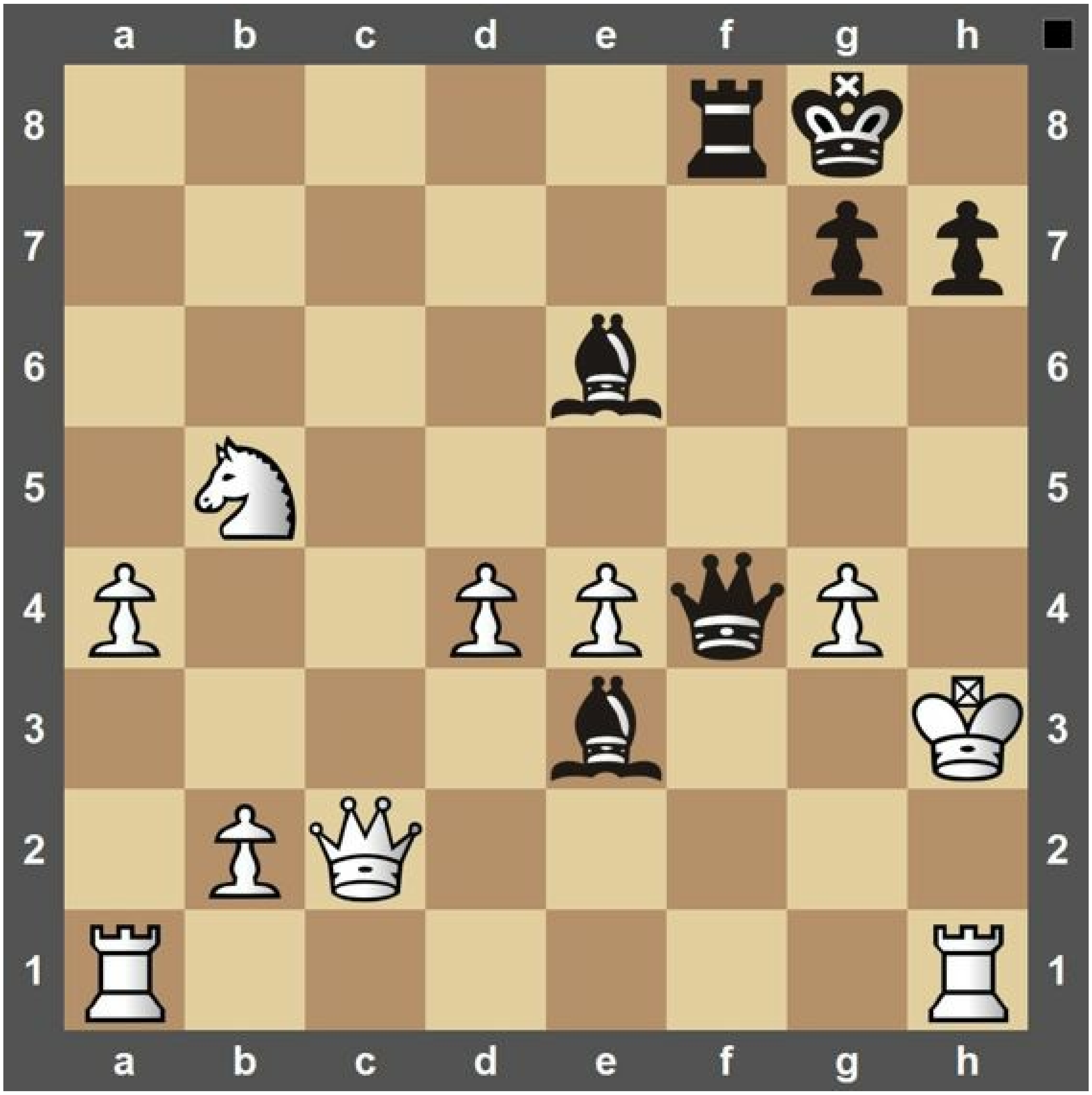

69: 1...Qxg4+ 2.Kh2 Qh3# [2...Bf4#]

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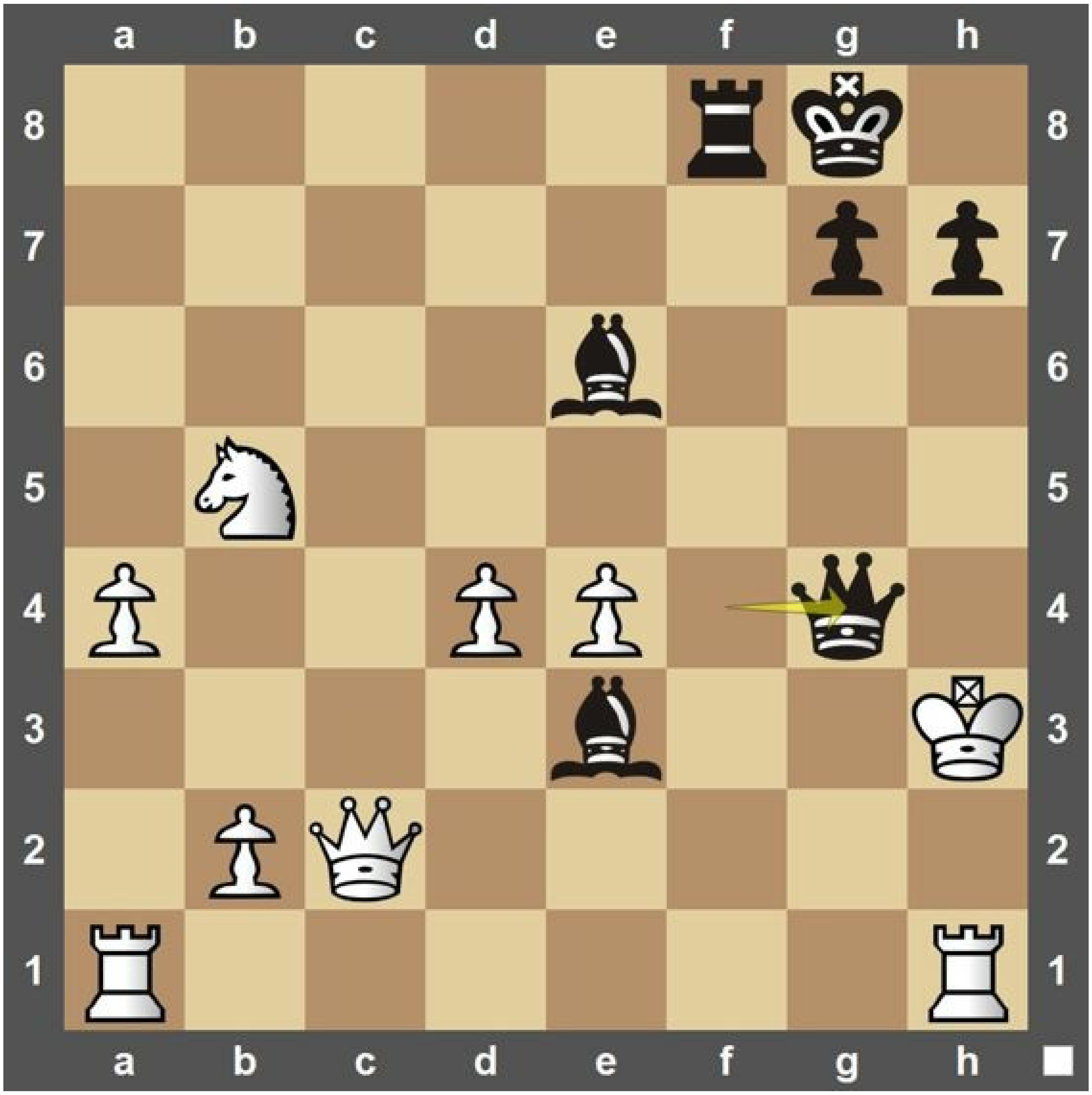
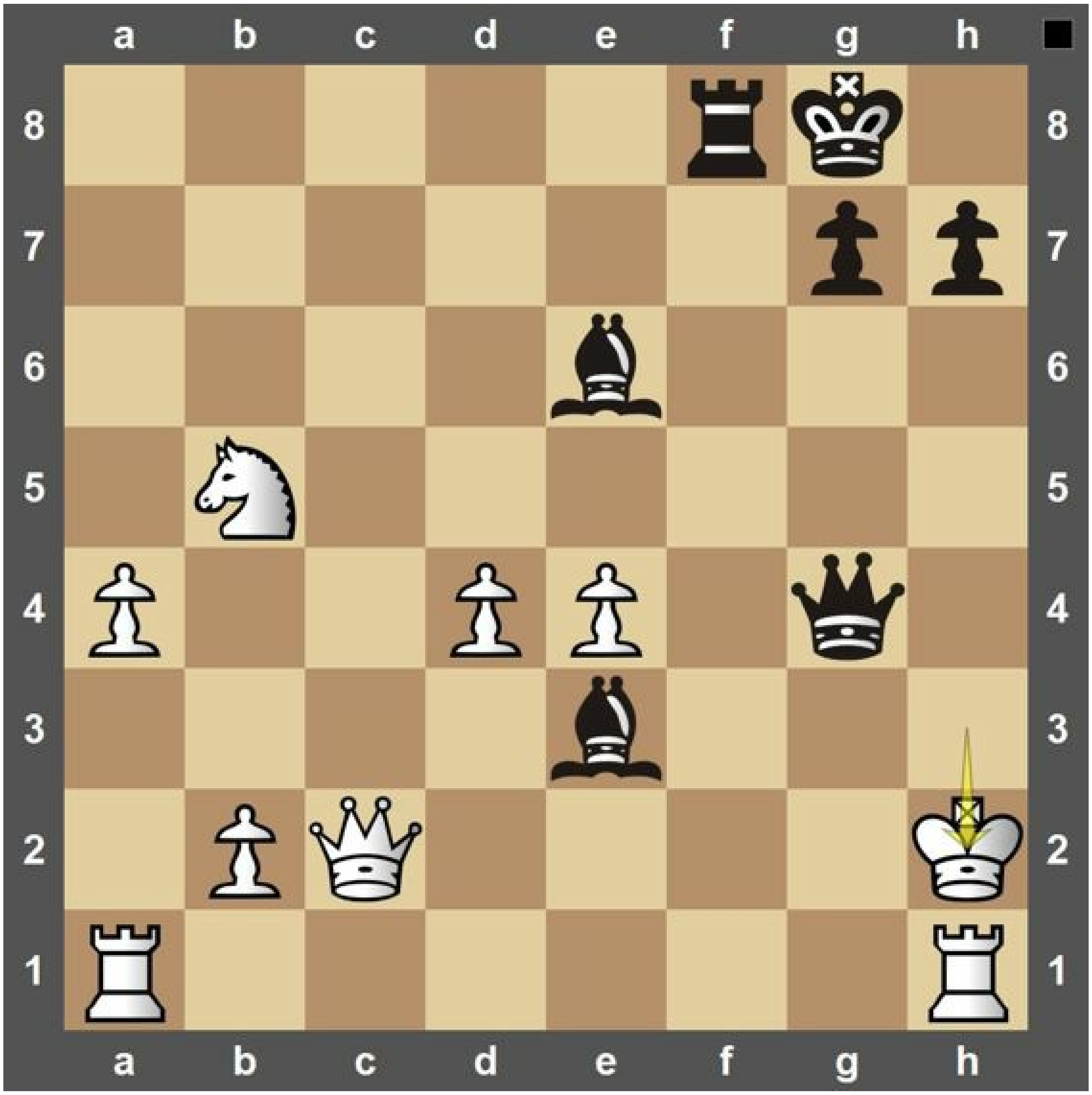
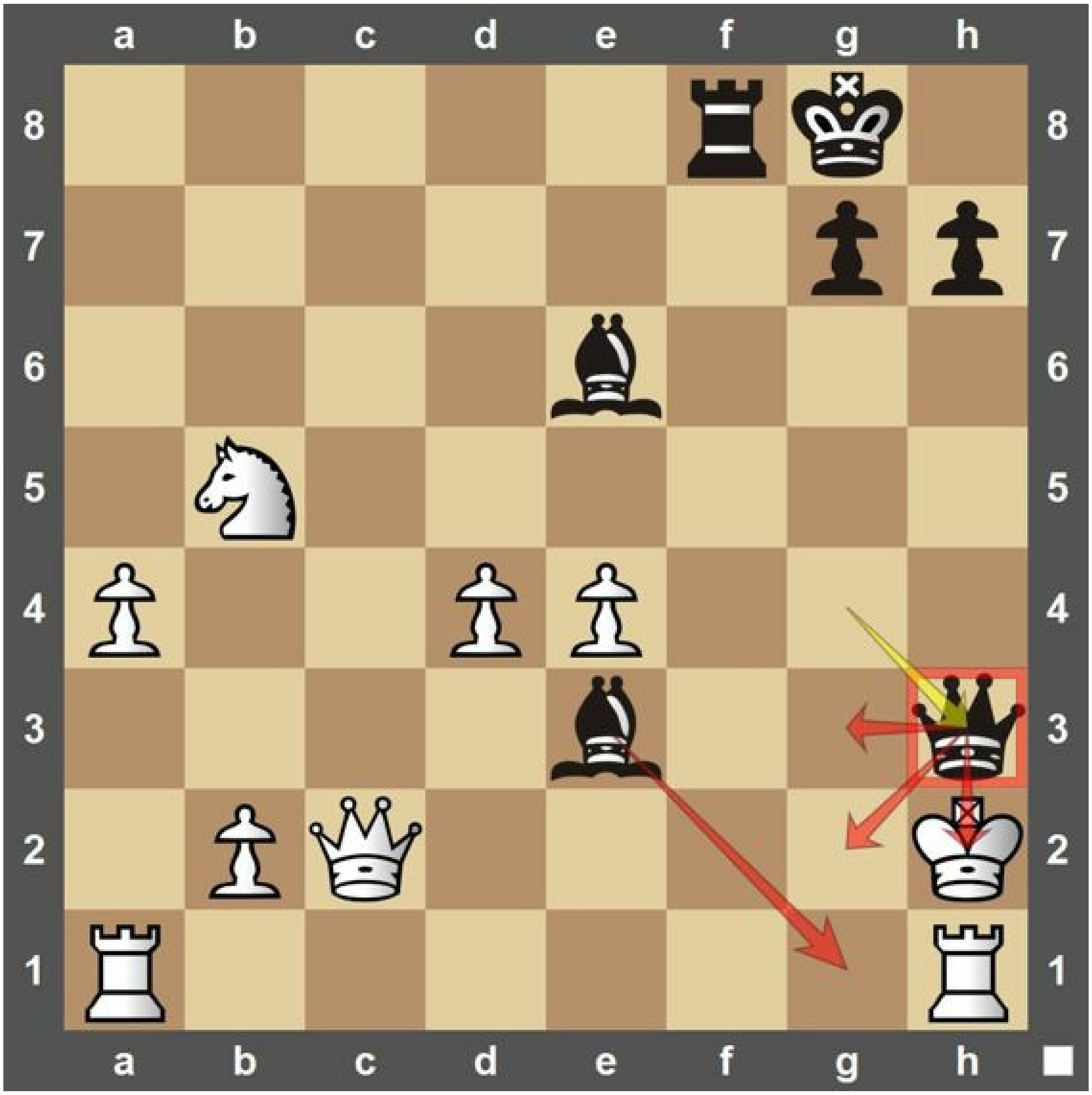


69: **1...Qxg4+** 2.Kh2 Qh3# [2...Bf4#]



69: **1...Qxg4+ 2.Kh2** Qh3# [2...Bf4#]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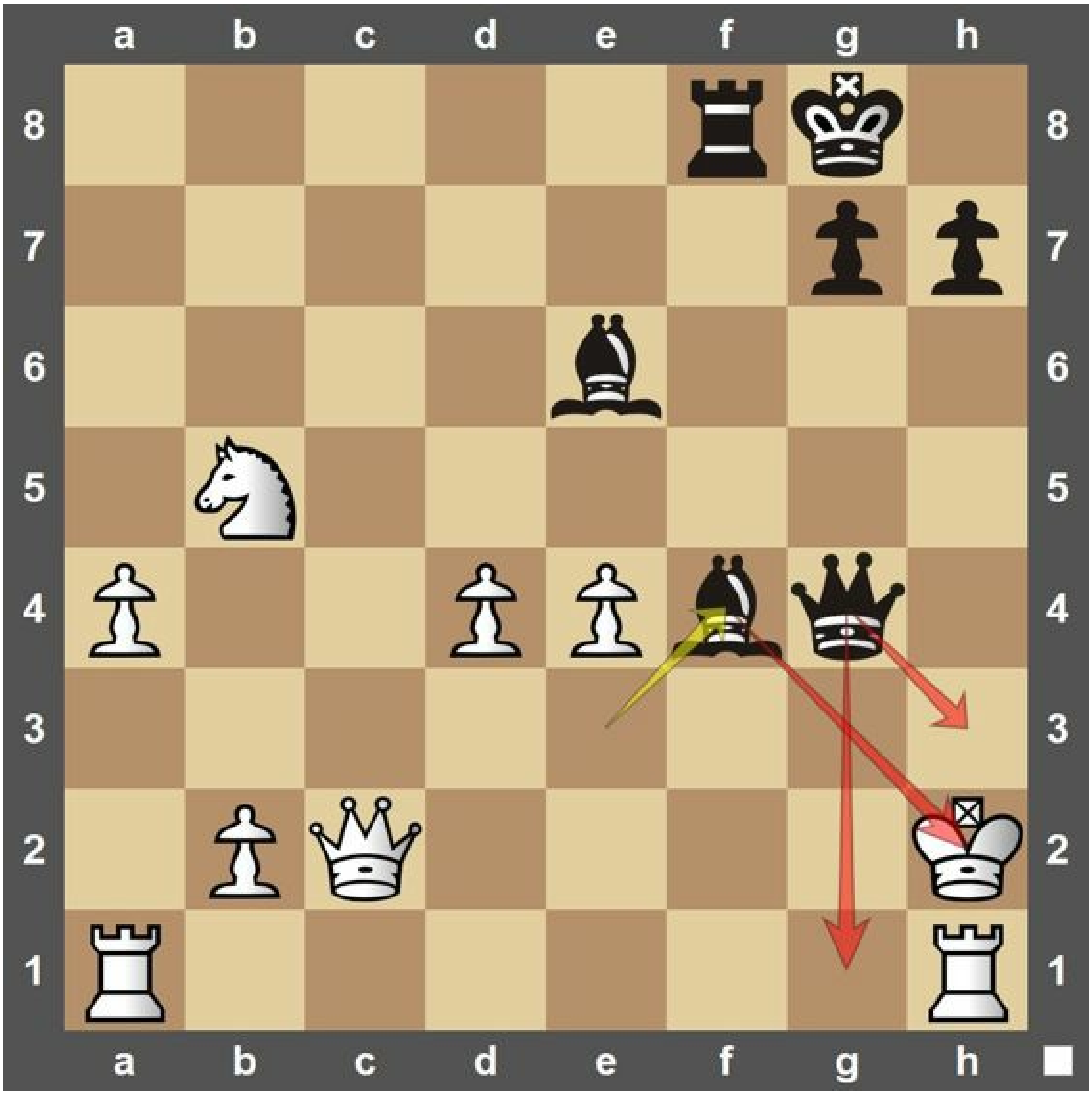
69: **1...Qxg4+ 2.Kh2 Qh3#** [2...Bf4#]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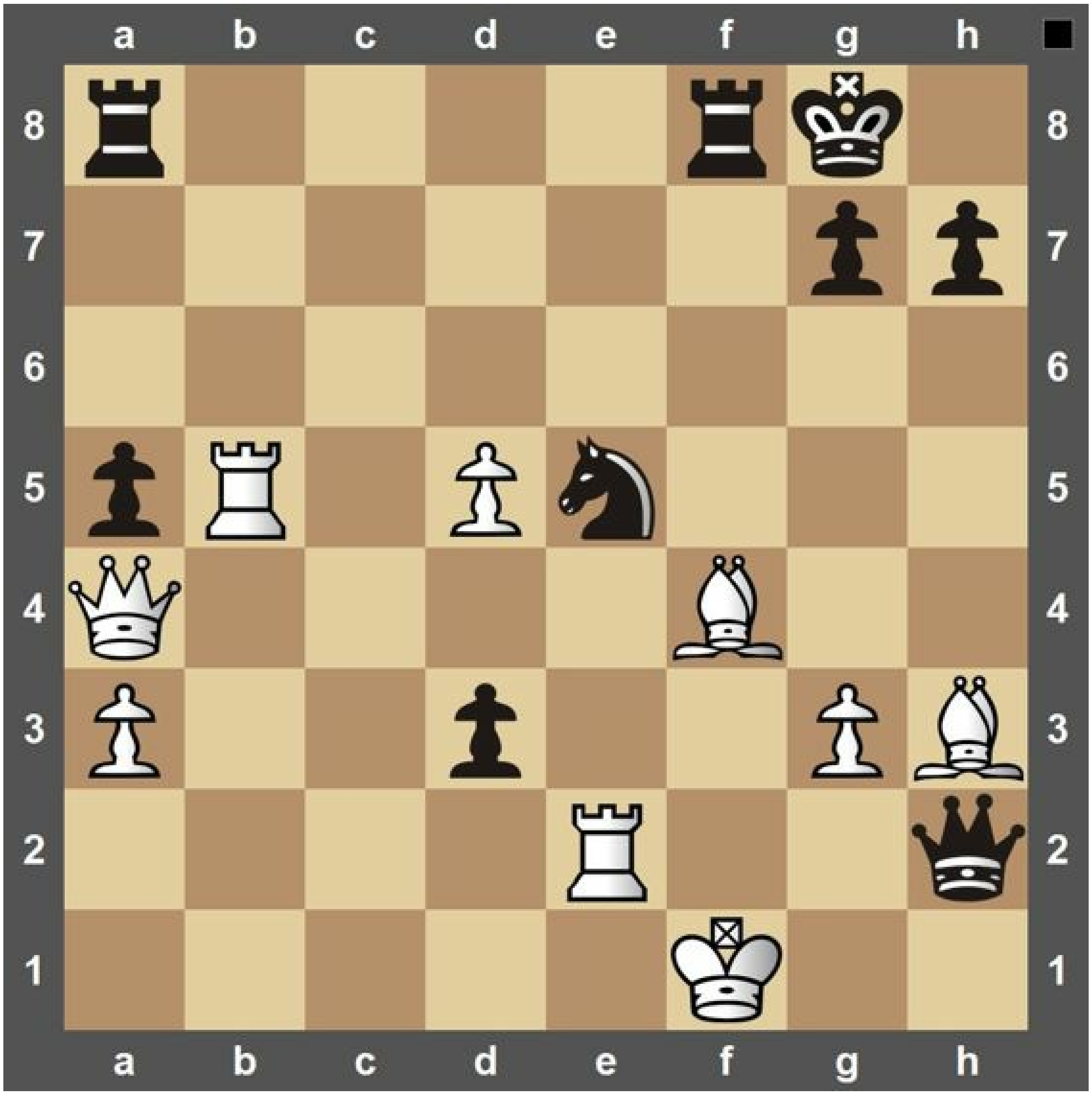
69: **1...Qxg4+ 2.Kh2** Qh3# [**2...Bf4#**]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70: Black to move.

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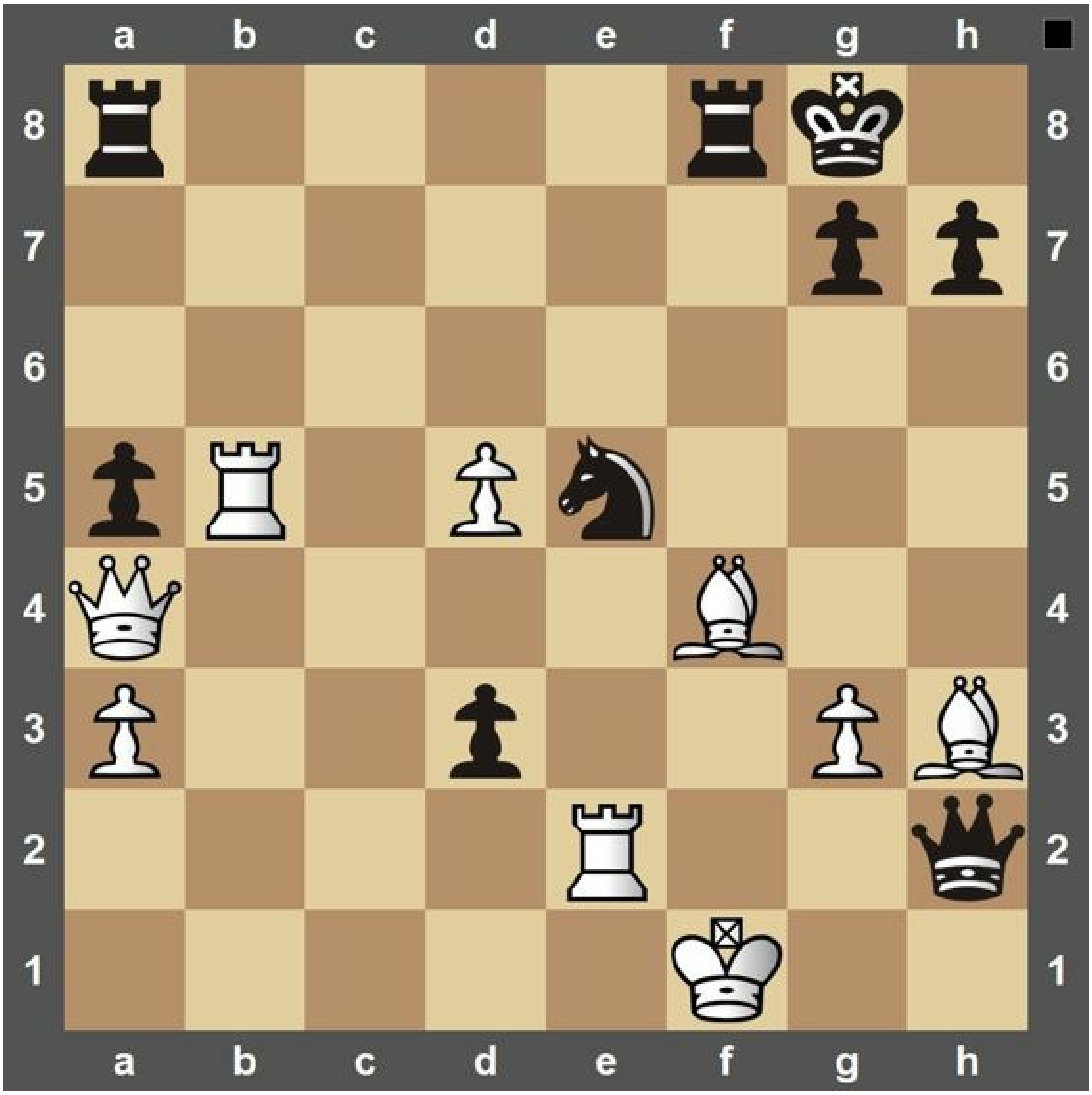

70: 1...dxe2+ 2.Ke1 Nf3#

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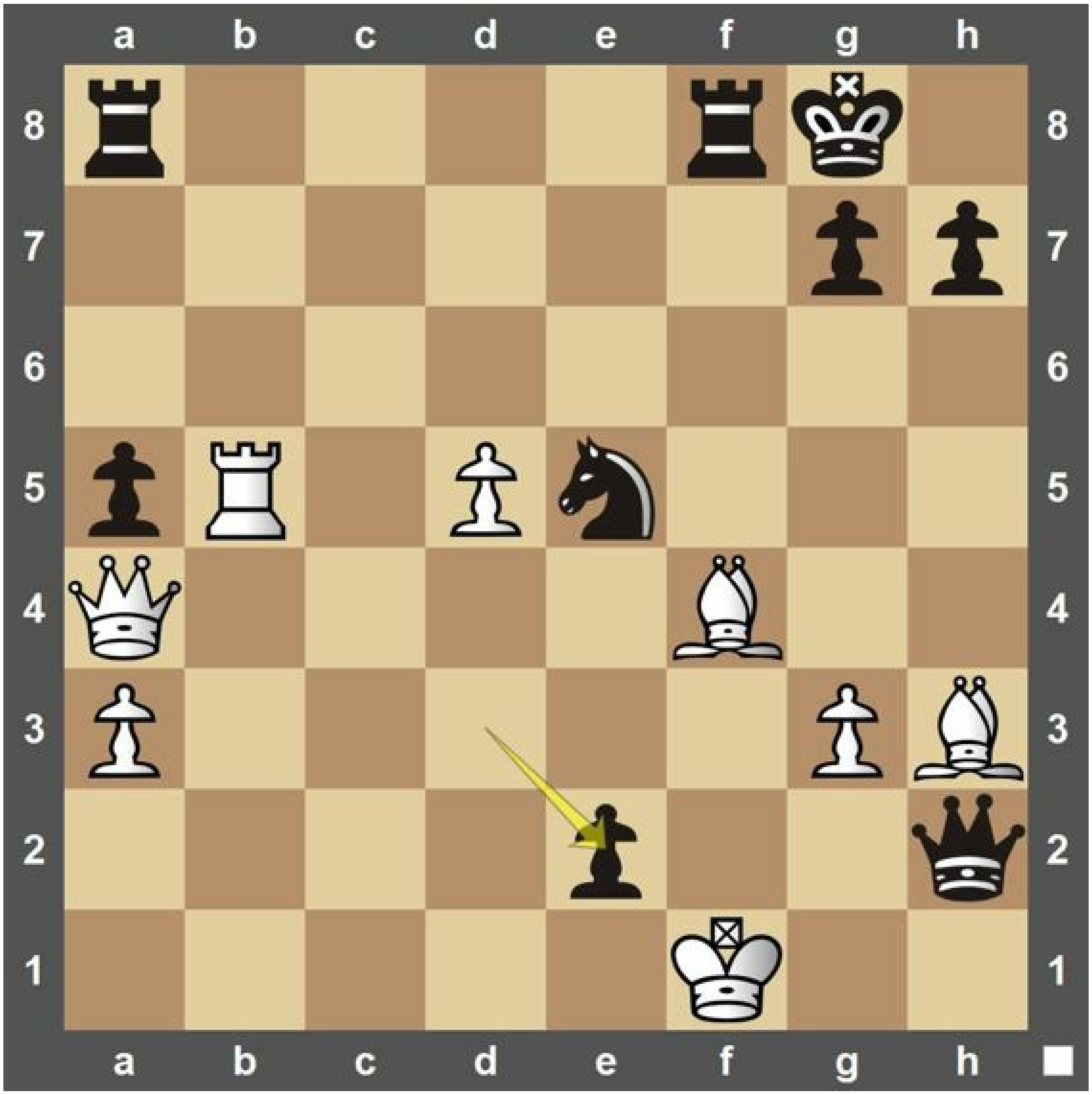
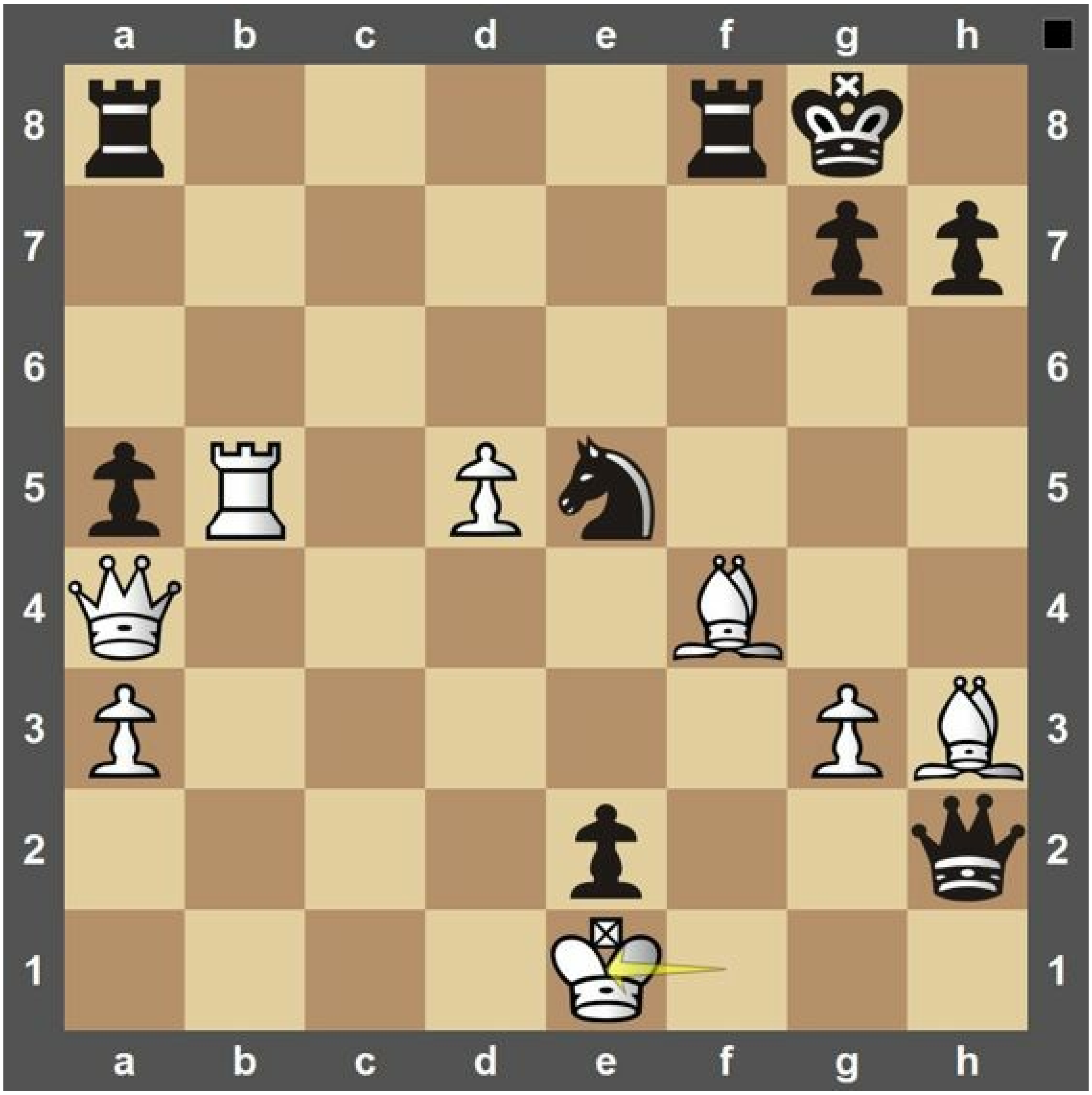
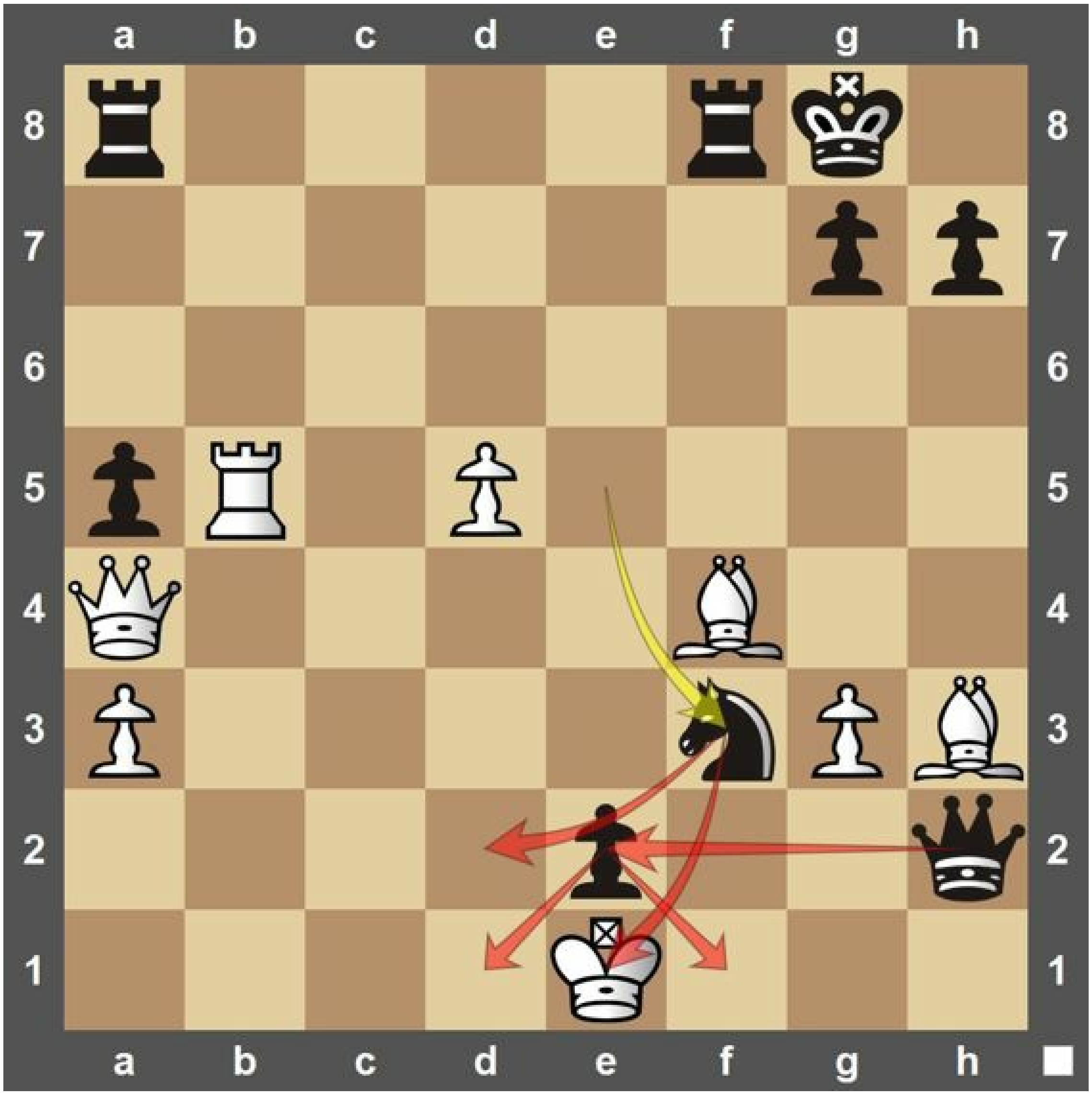


70: **1...dxe2+** 2.Ke1 Nf3#



70: **1...dxe2+ 2.Ke1** Nf3#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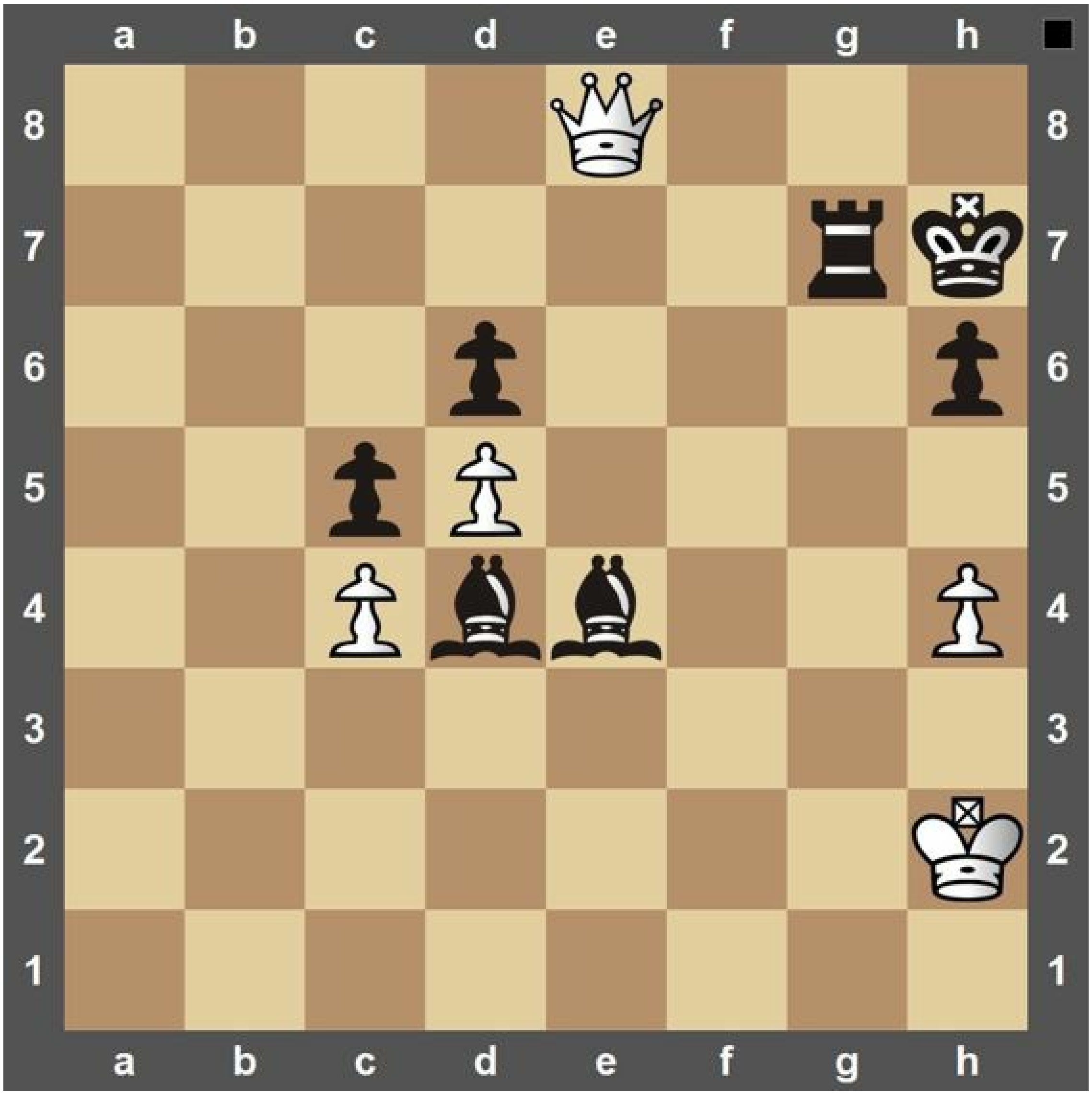
70: **1...dxe2+ 2.Ke1 Nf3#**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71: Black to move.

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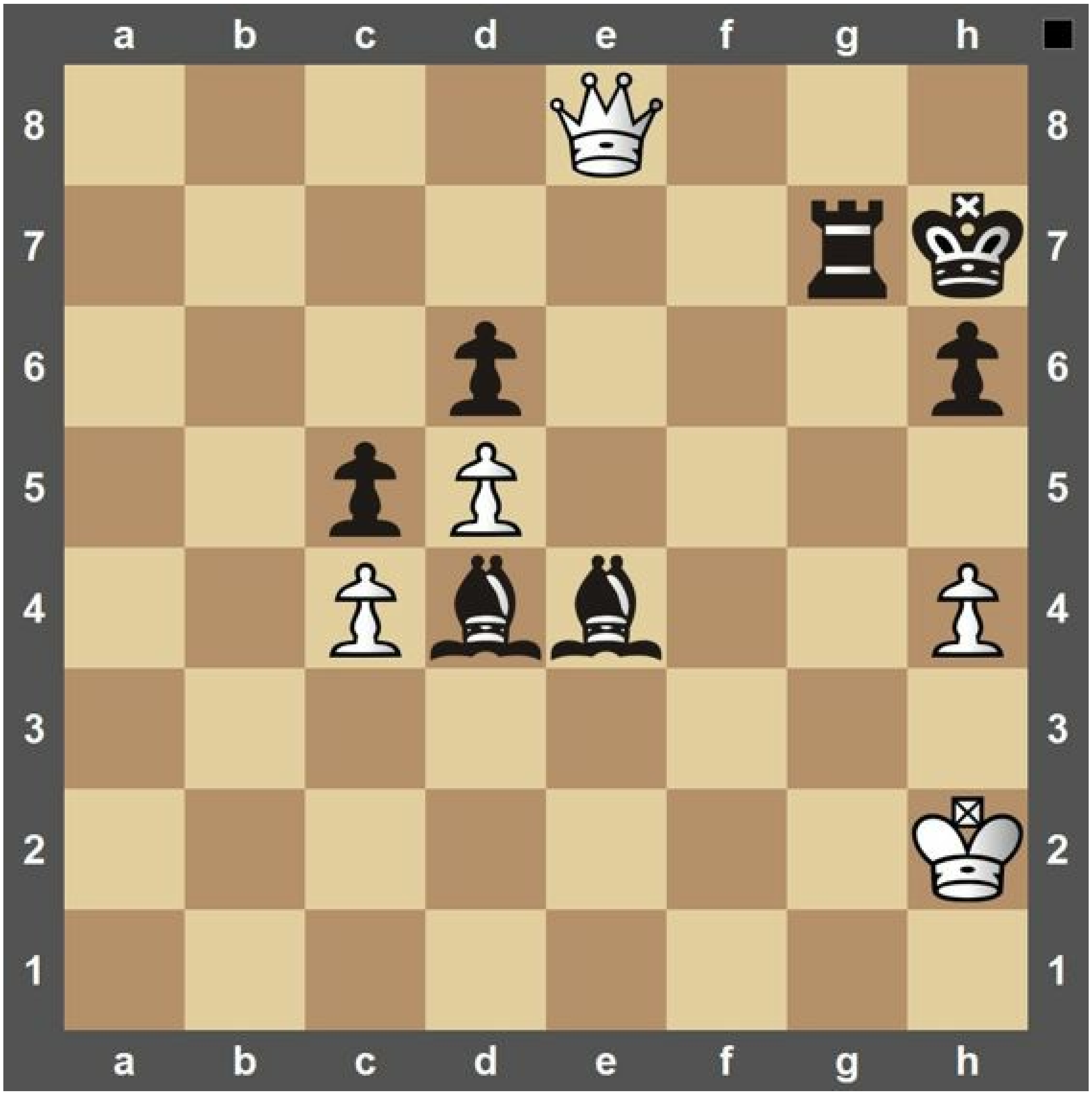

71: 1...Bg1+ 2.Kh3 Bf5# [2...Bg2#]

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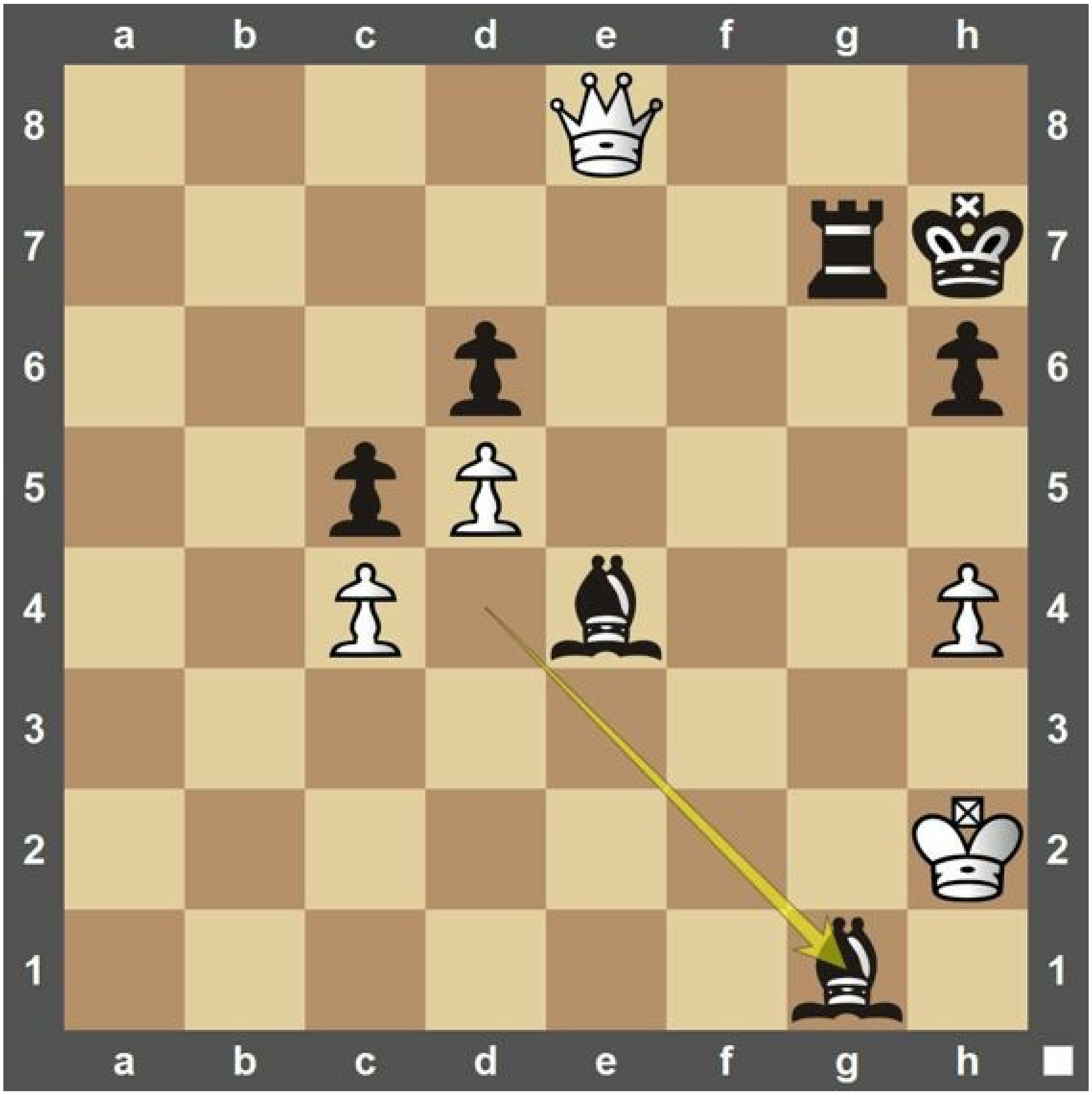
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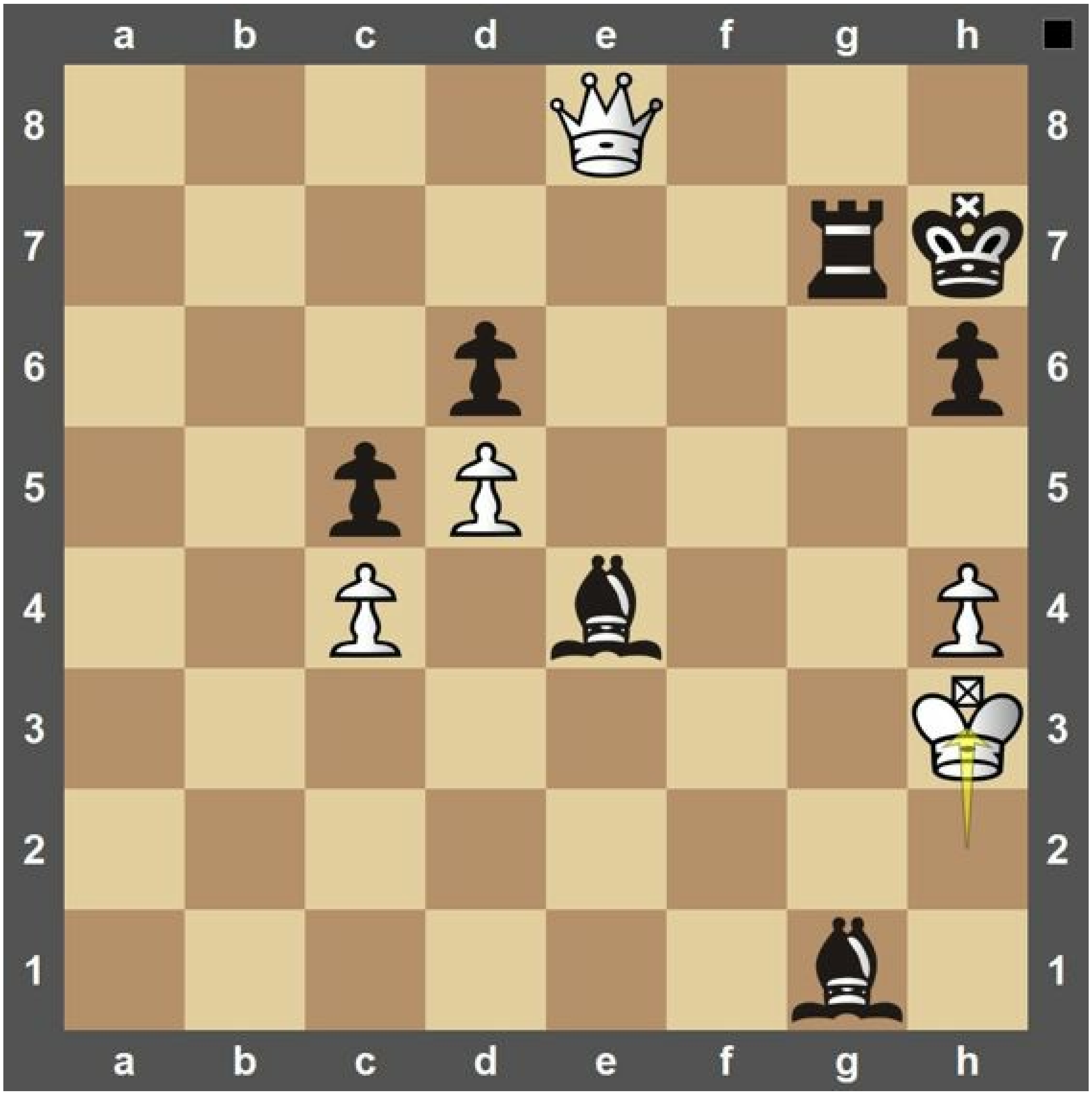
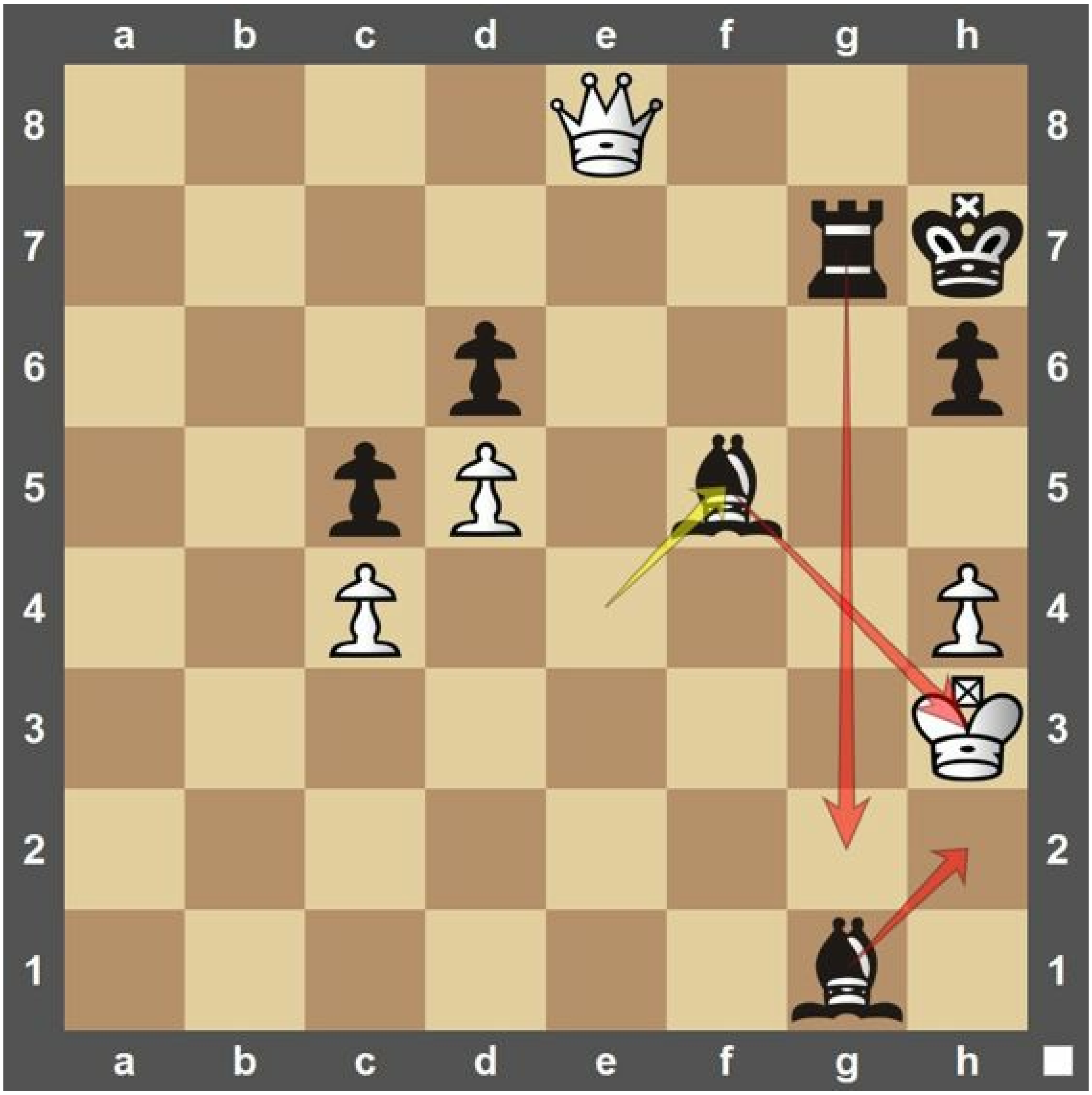
71: **1...Bg1+** 2.Kh3 Bf5# [2...Bg2#]



71: **1...Bg1+ 2.Kh3** Bf5# [2...Bg2#]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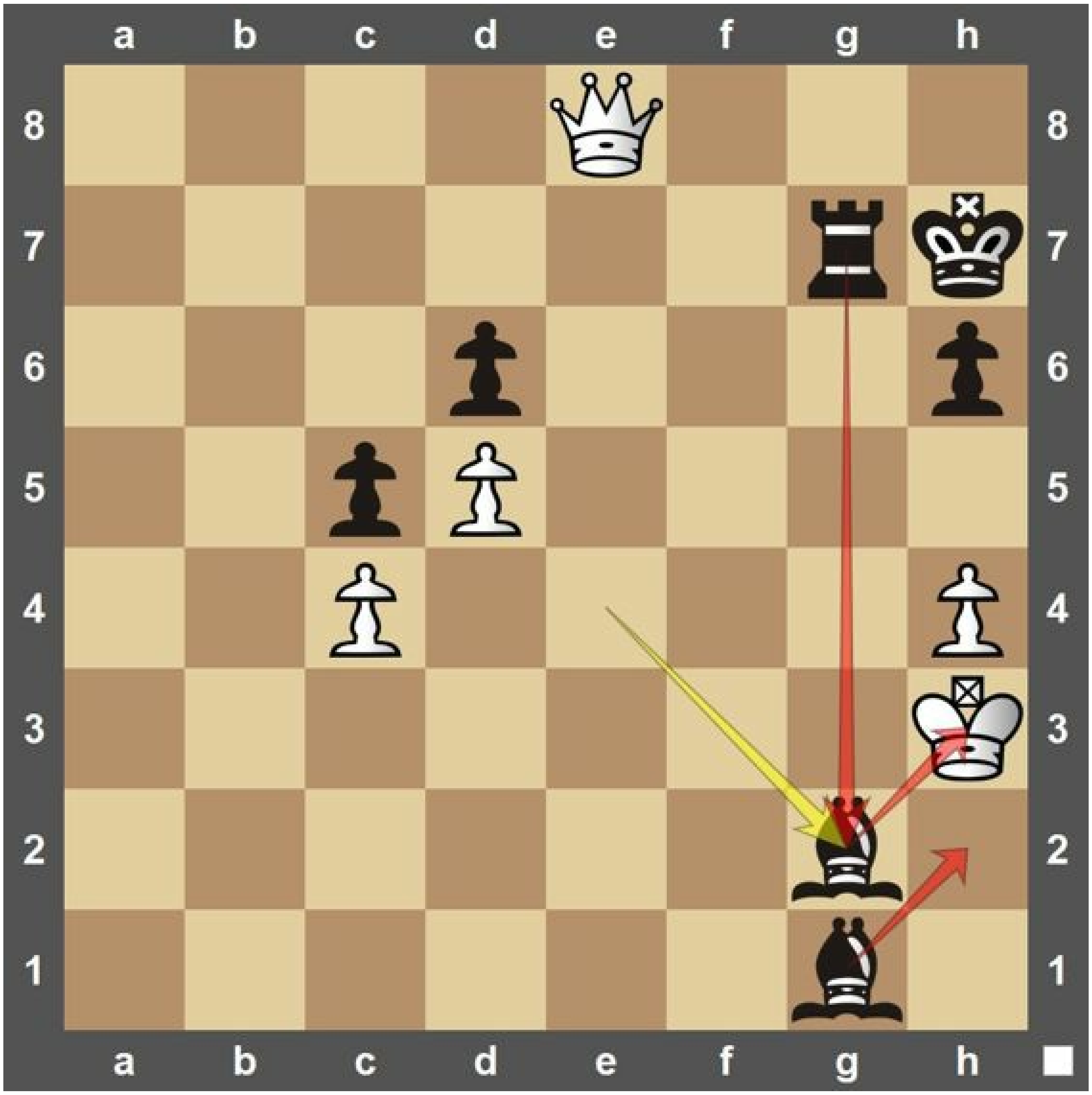
71: **1...Bg1+ 2.Kh3 Bf5#** [2...Bg2#]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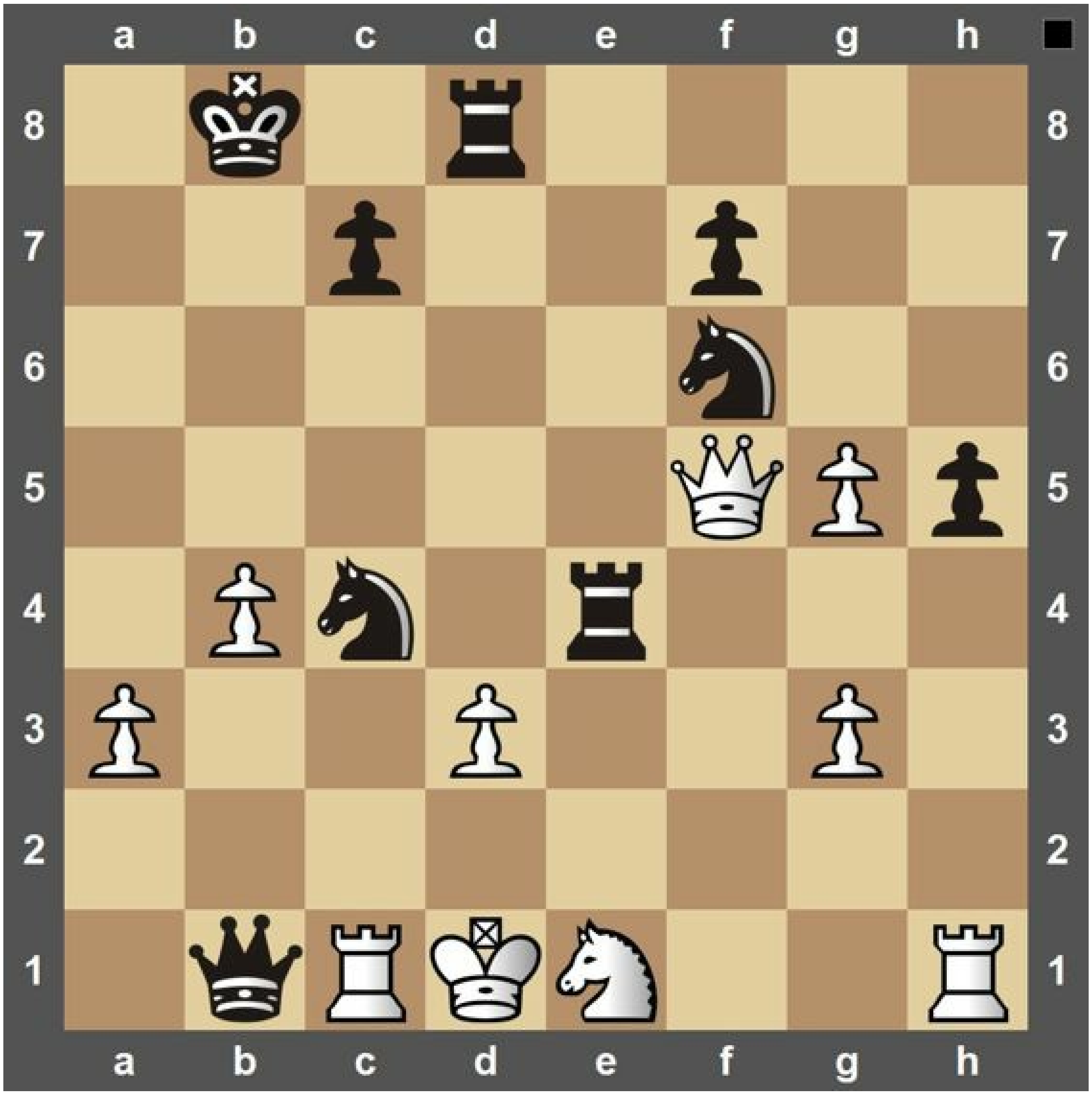
71: **1...Bg1+ 2.Kh3** Bf5# [**2...Bg2#**]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72: Black to move.

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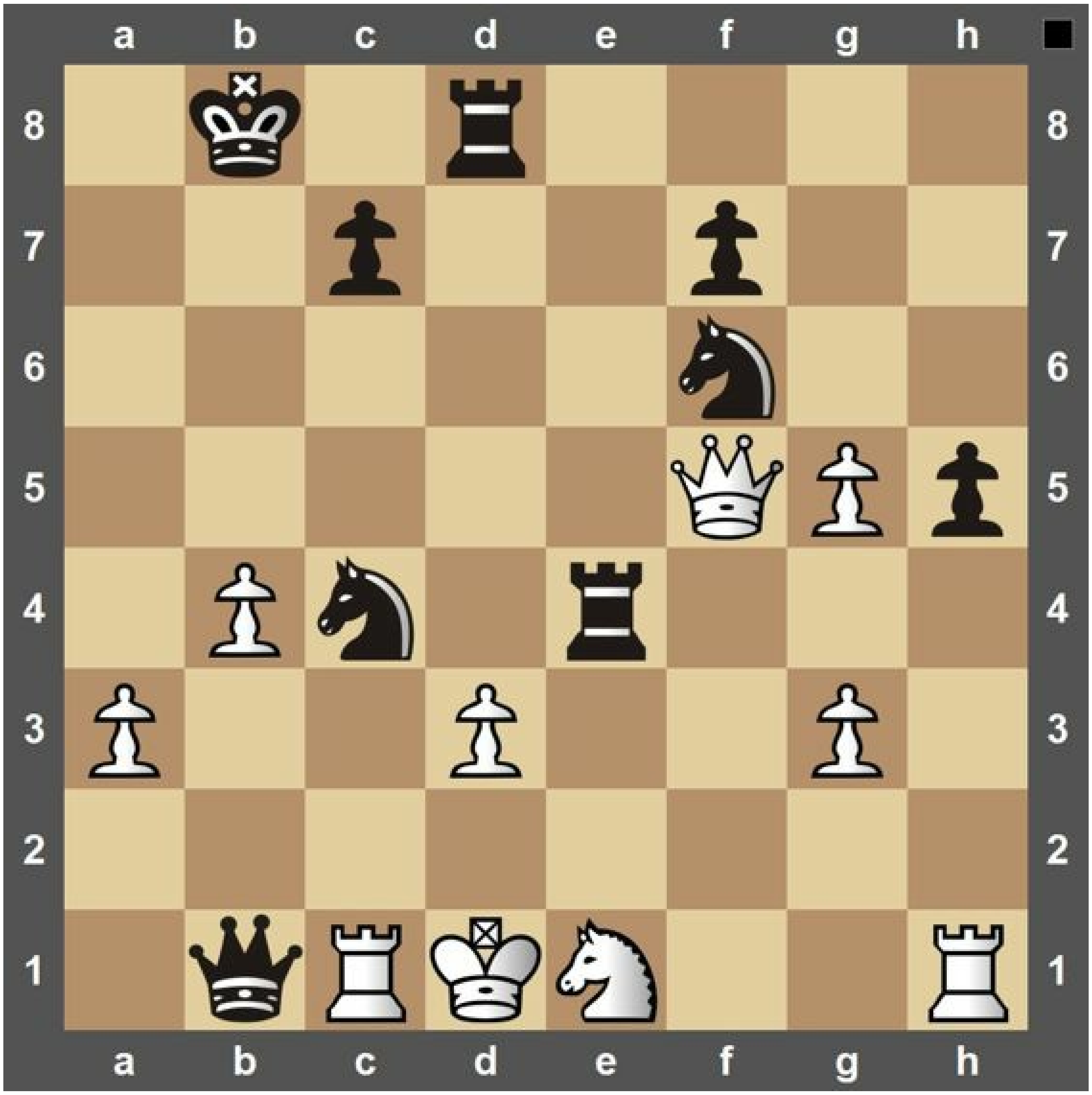
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72: 1...Rxd3+ 2.Nxd3 Qxd3#

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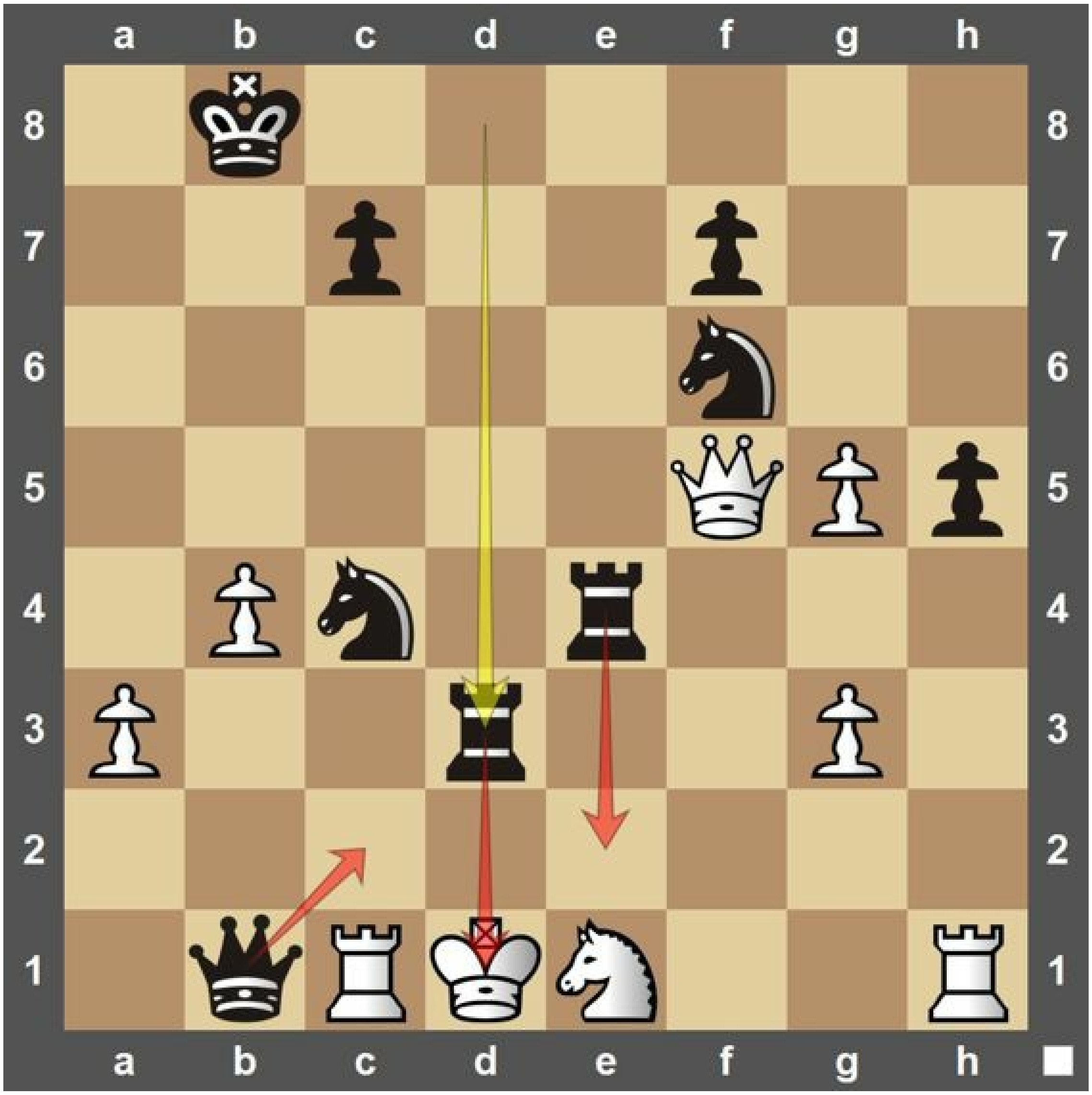
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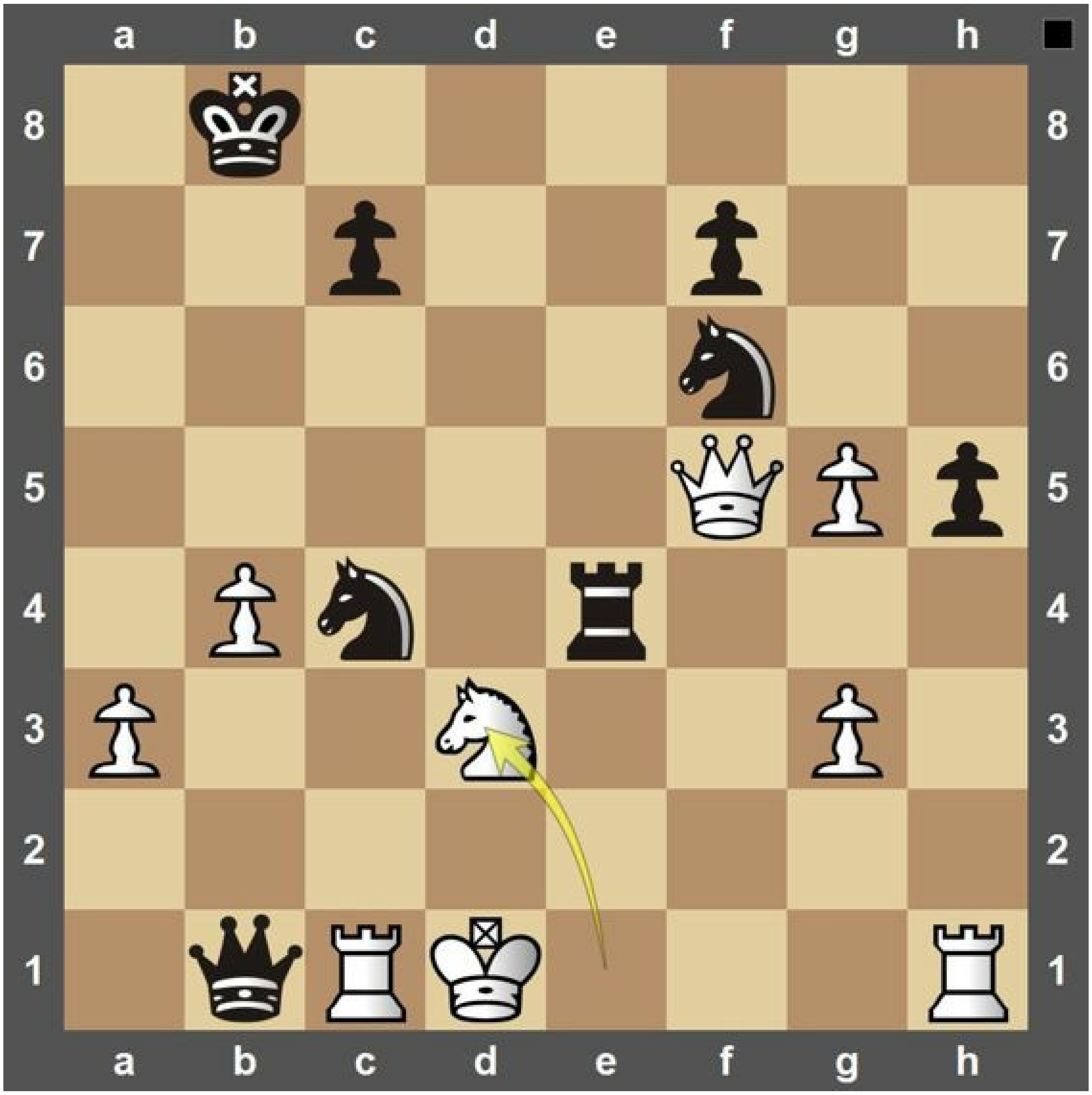
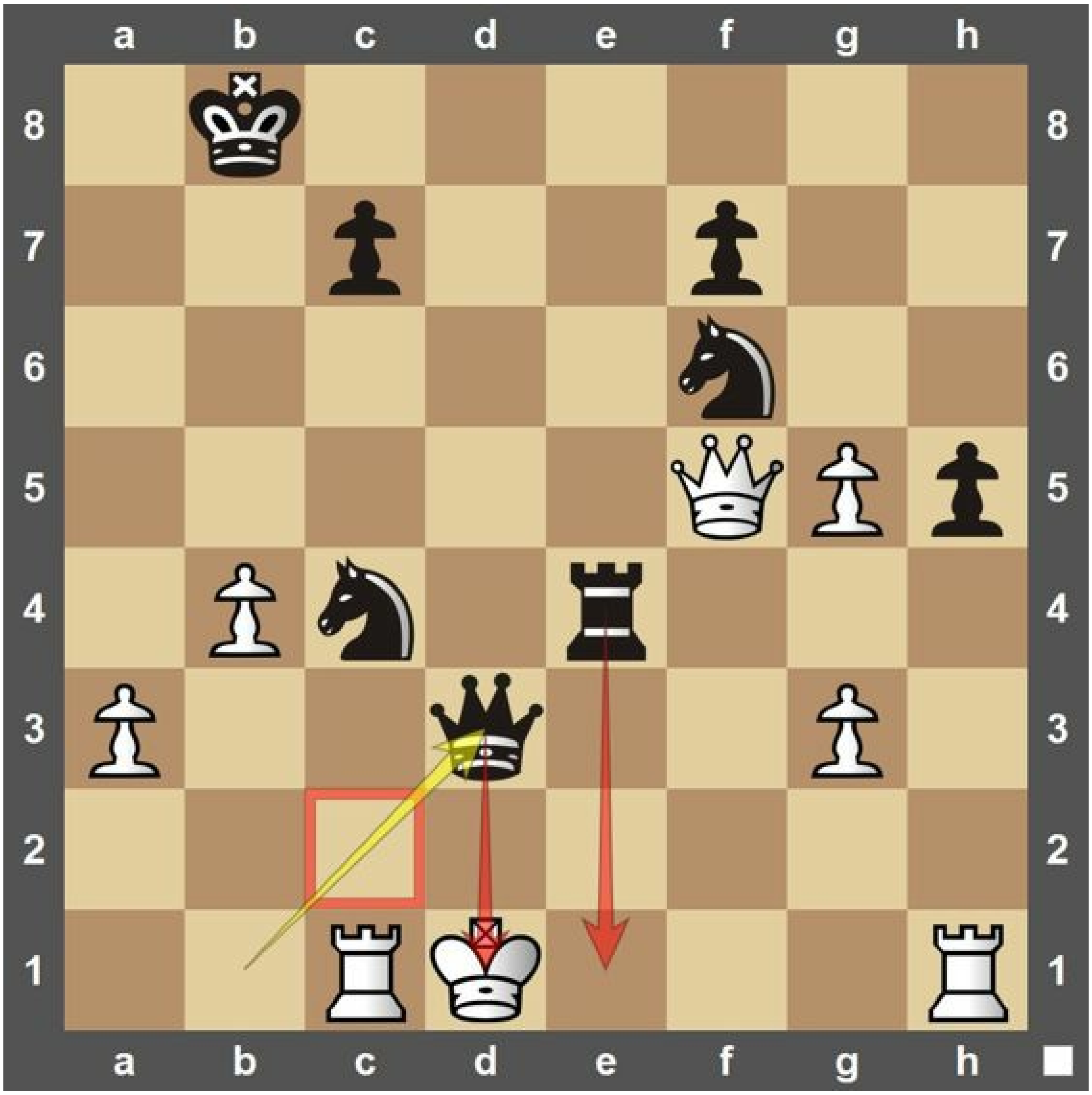
72: **1...Rxd3+** 2.Nxd3 Qxd3#



72: **1...Rxd3+ 2.Nxd3** Qxd3#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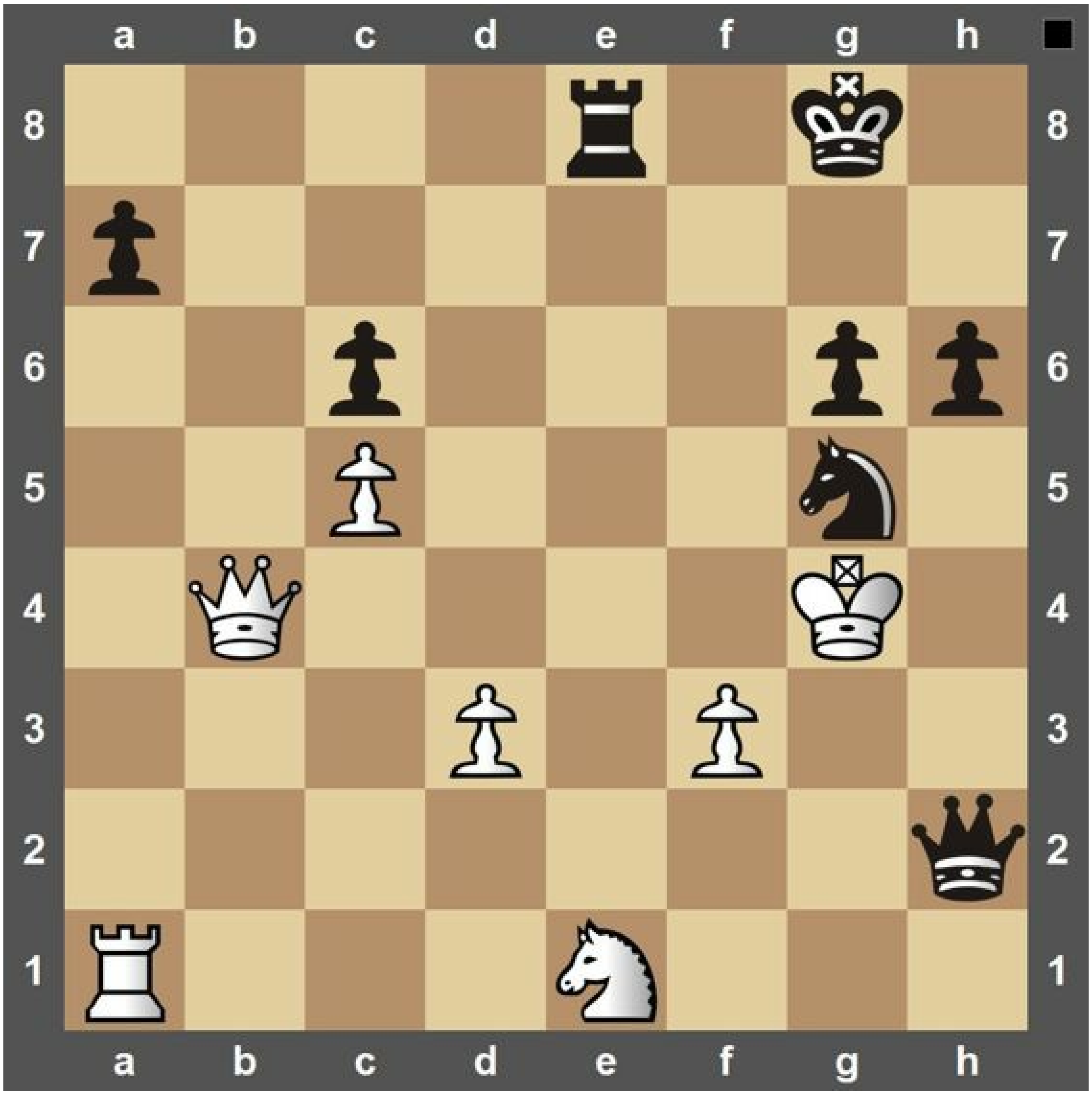
72: **1...Rxd3+ 2.Nxd3 Qxd3#**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73: Black to move.

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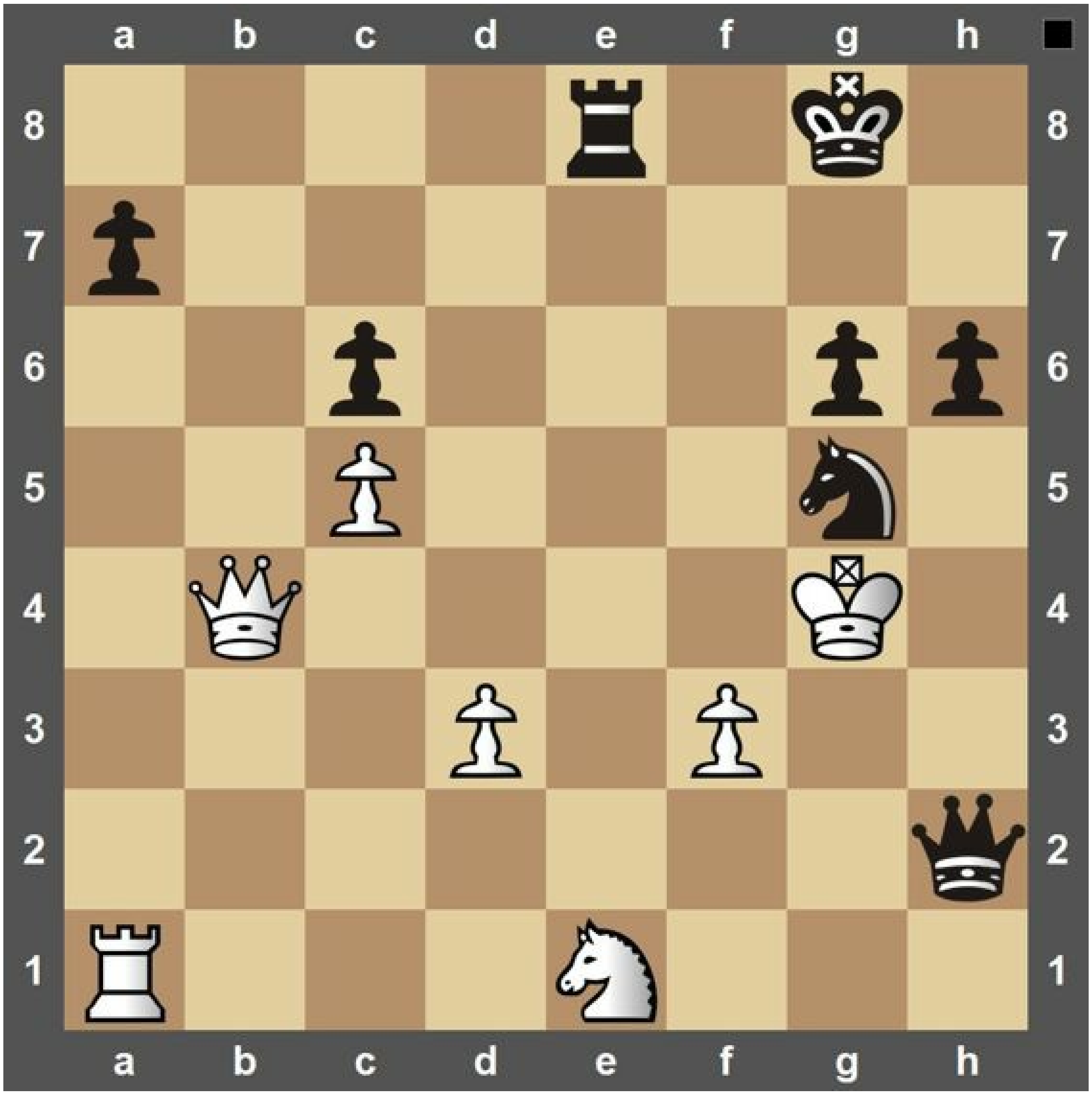

73: 1...Qh3+ 2.Kf4 Qh4#

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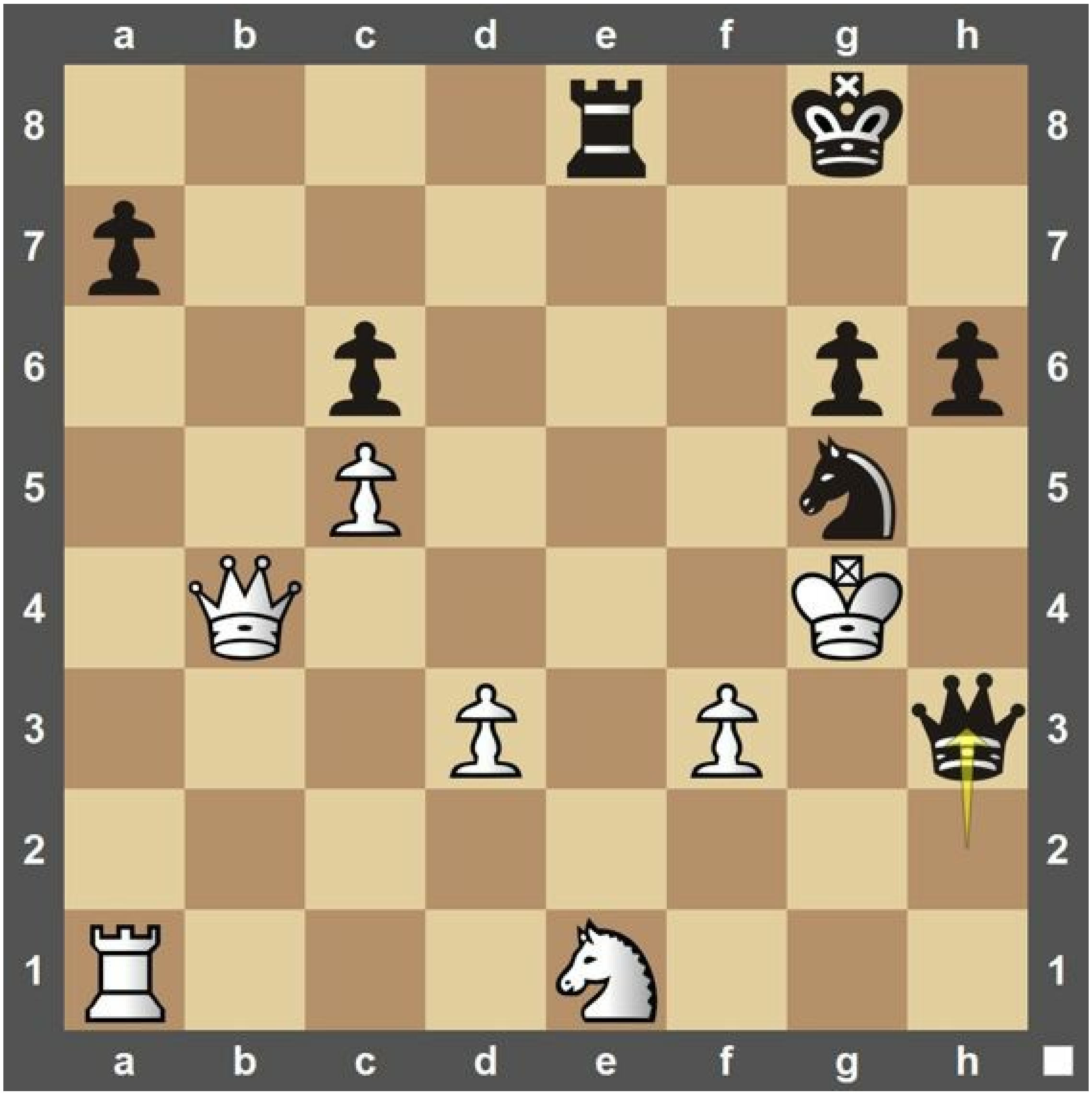
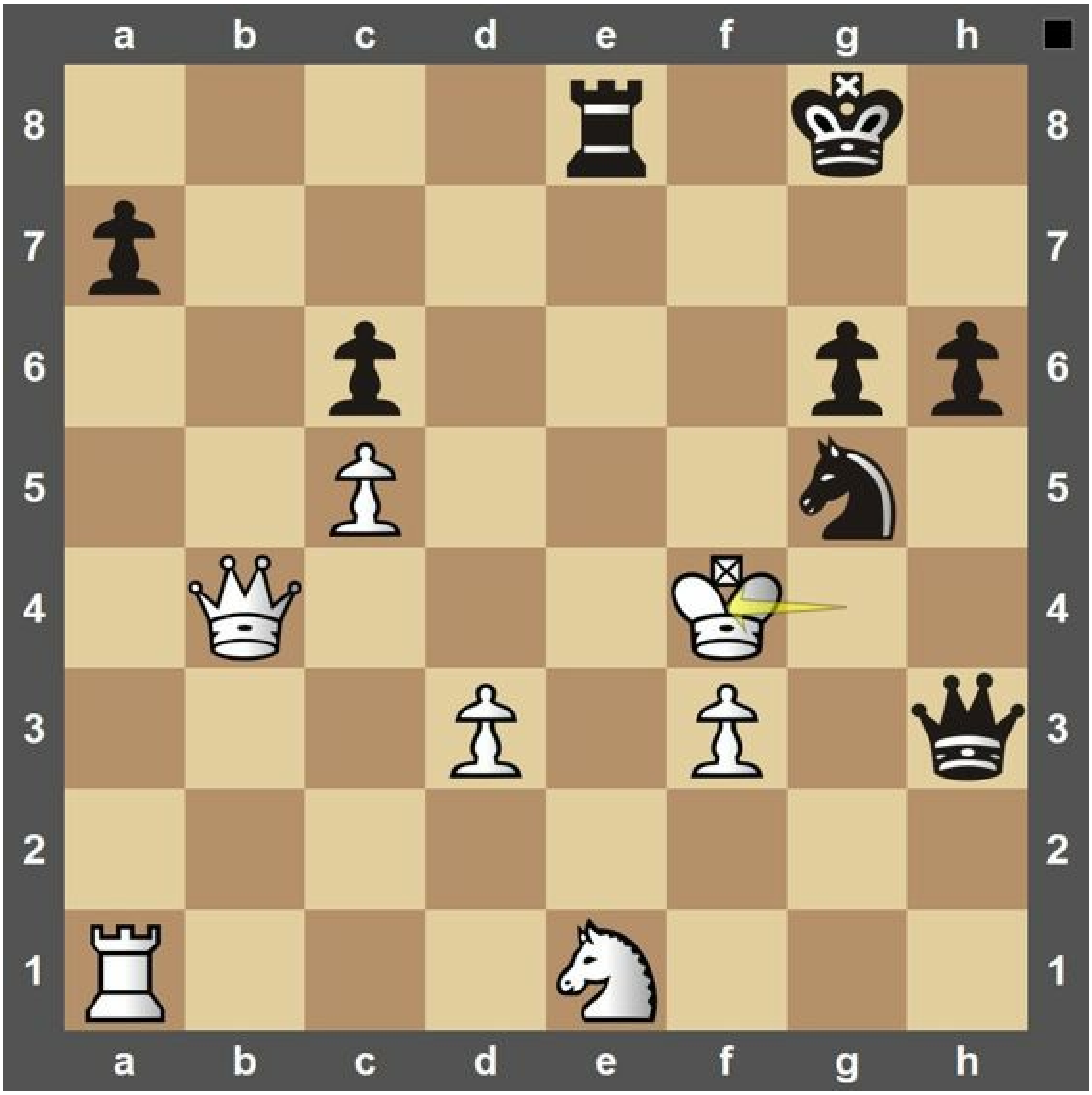


73: **1...Qh3+** 2.Kf4 Qh4#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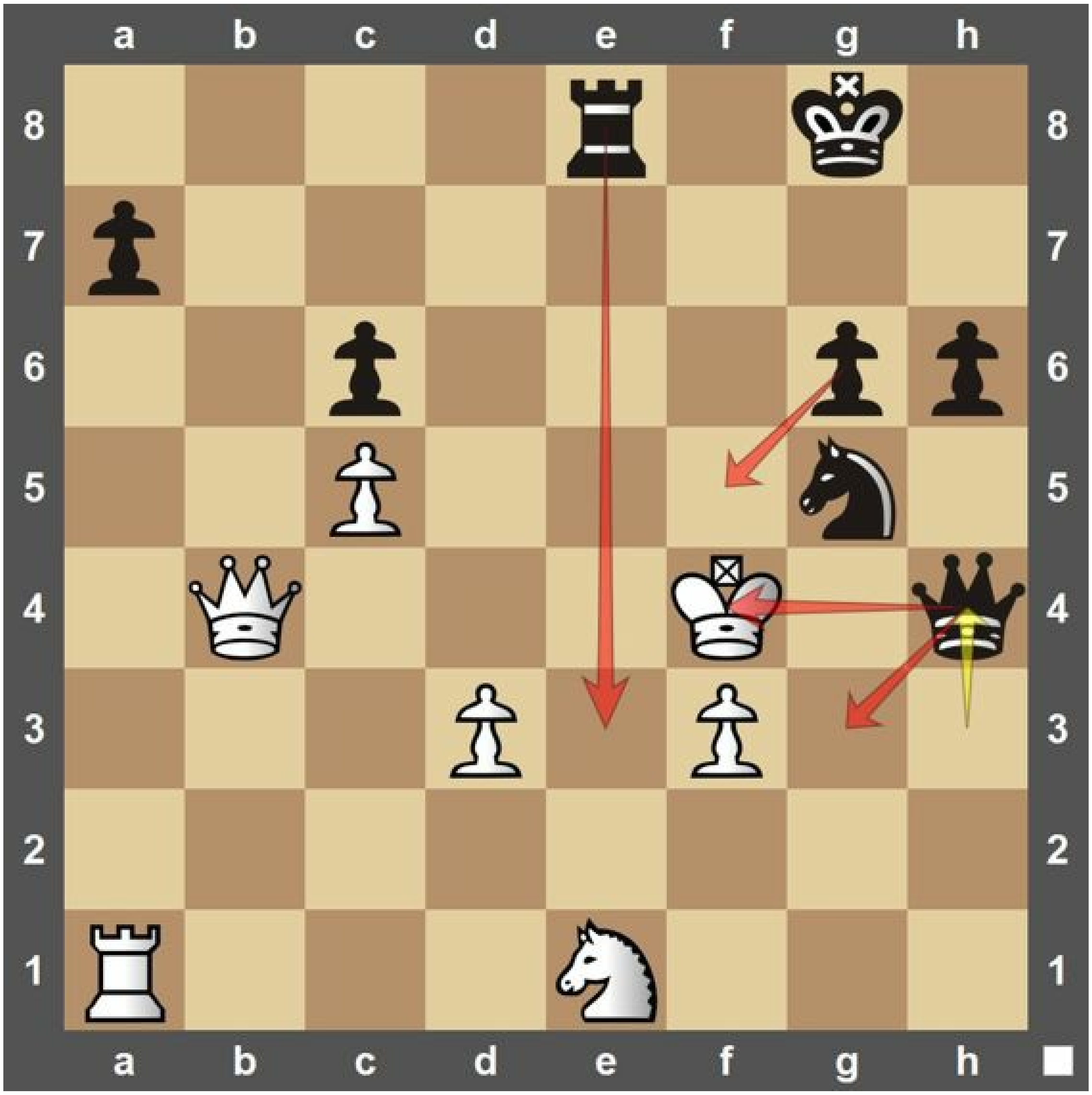
73: **1...Qh3+ 2.Kf4** Qh4#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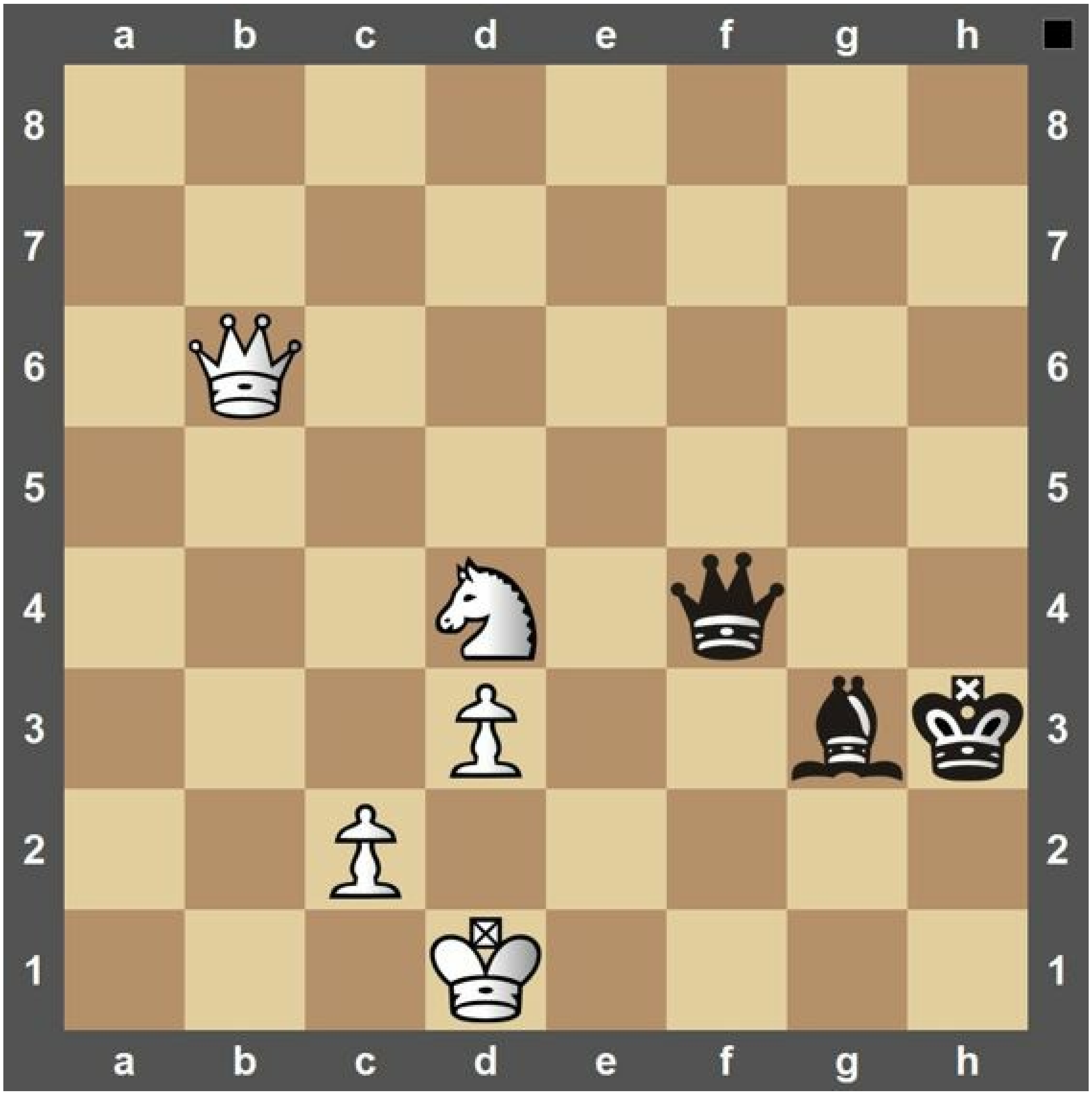
73: **1...Qh3+ 2.Kf4 Qh4#**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74: Black to move.

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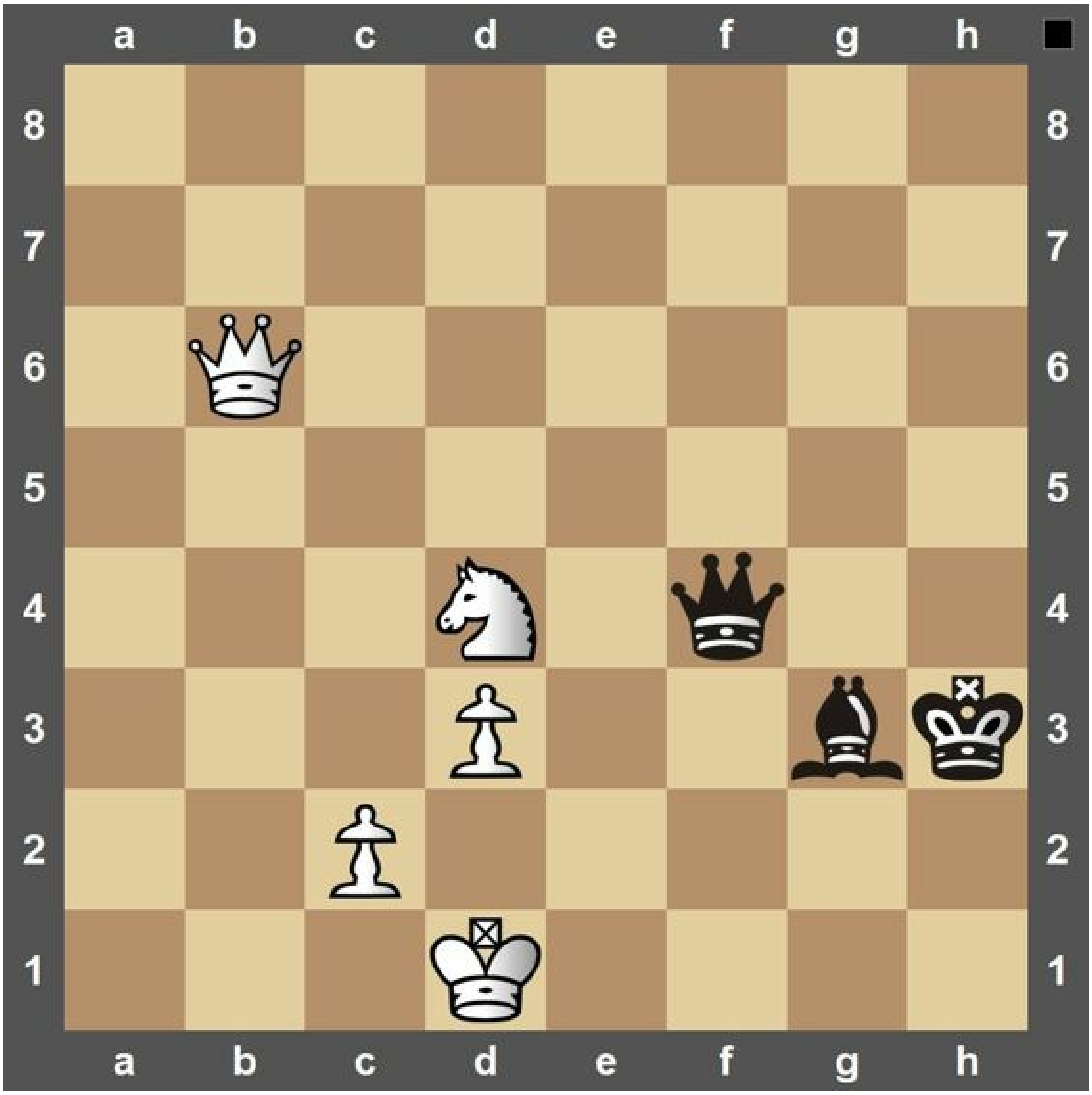

74: 1...Qf1+ 2.Kd2 Qe1#

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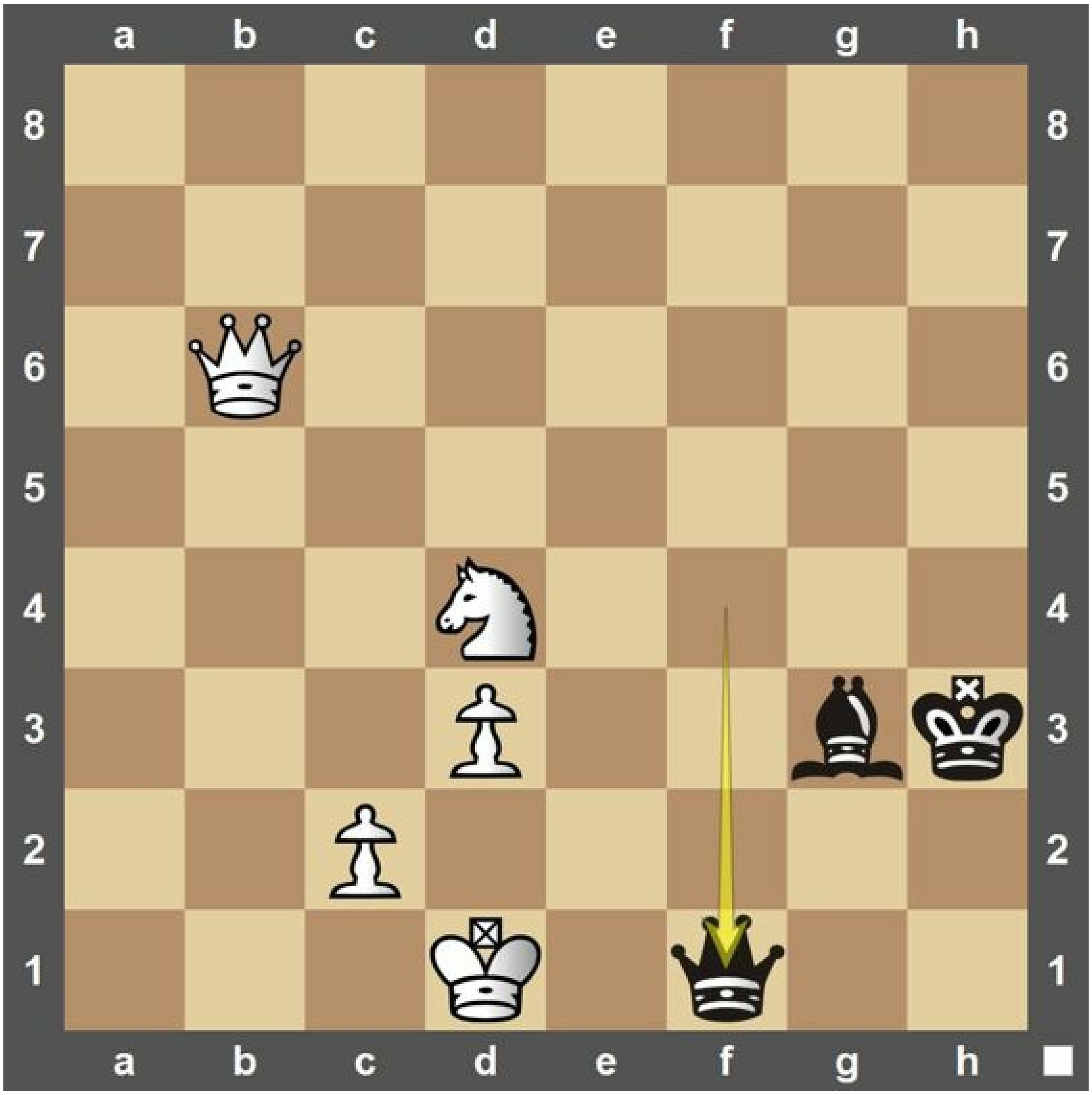
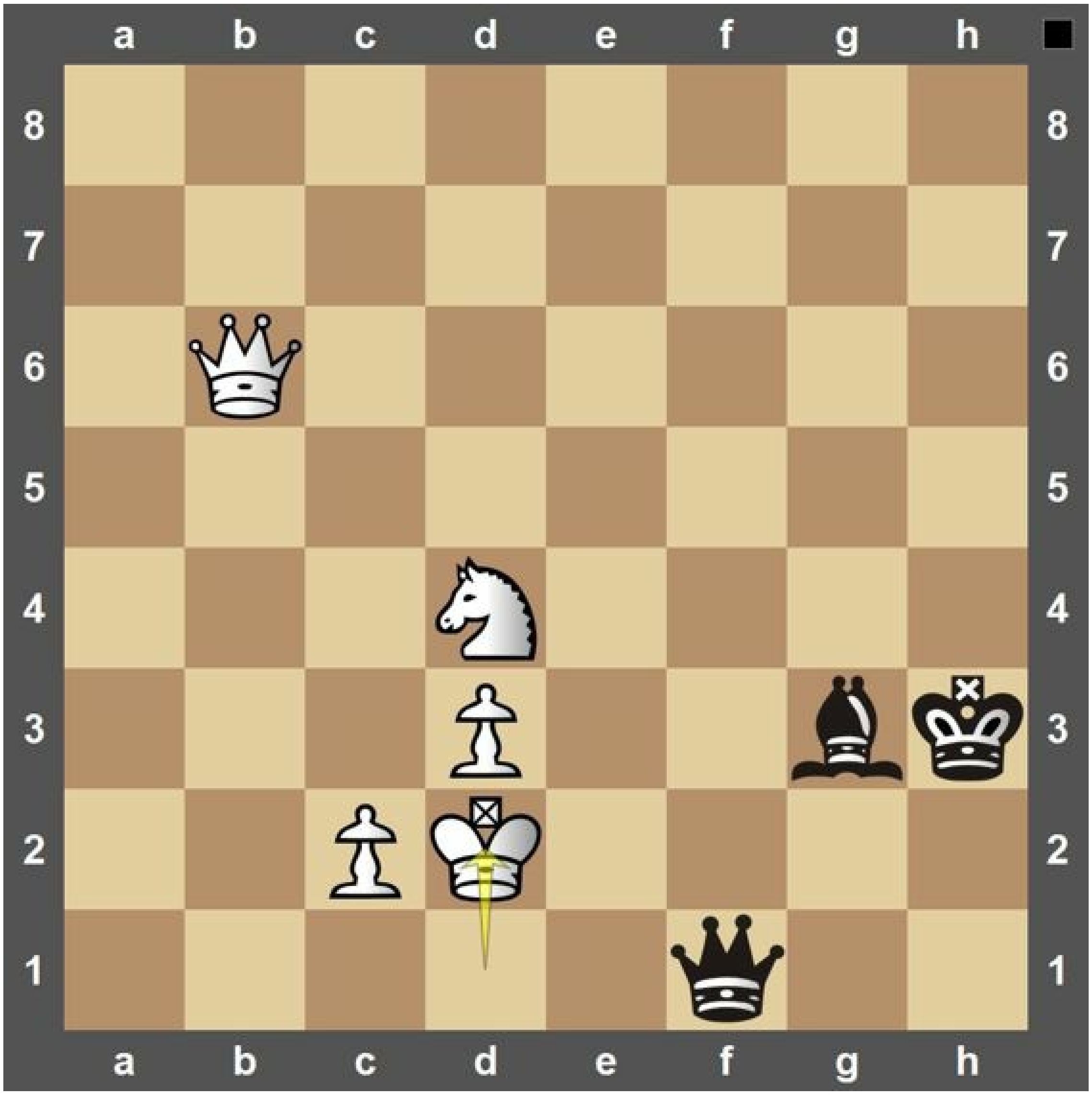


74: **1...Qf1+** 2.Kd2 Qe1#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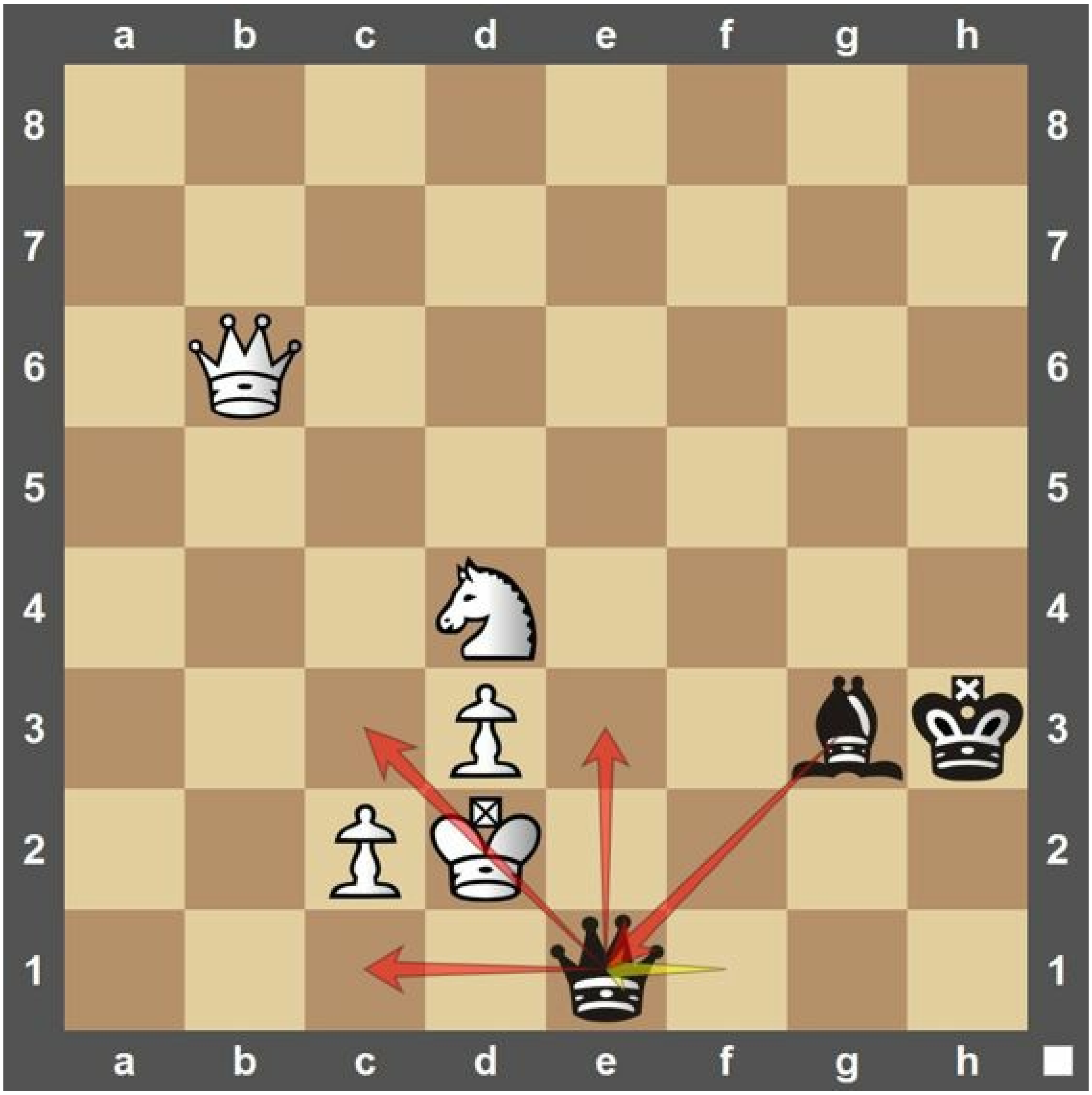
74: **1...Qf1+ 2.Kd2** Qe1#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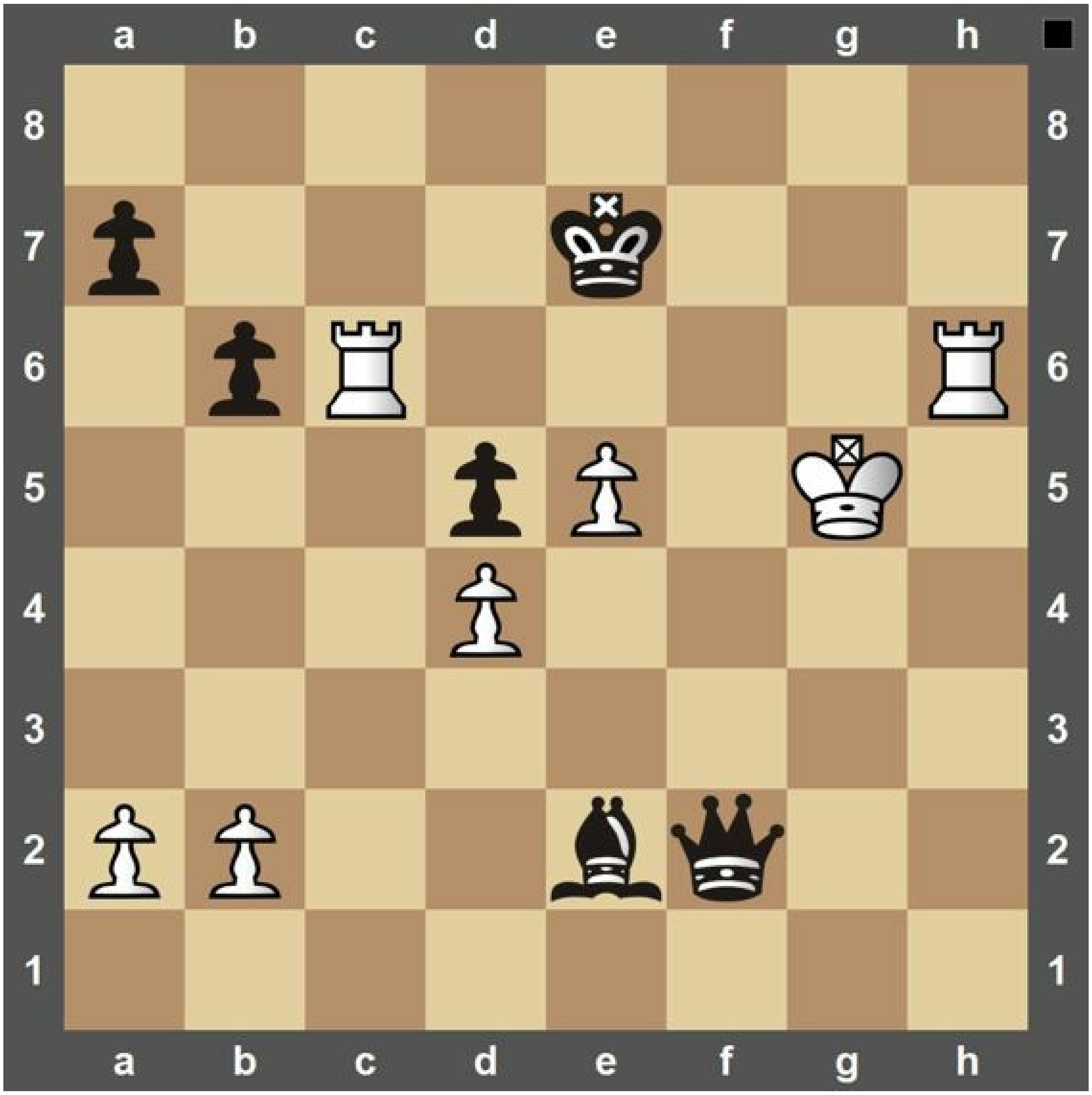
74: **1...Qf1+ 2.Kd2 Qe1#**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75: Black to move.

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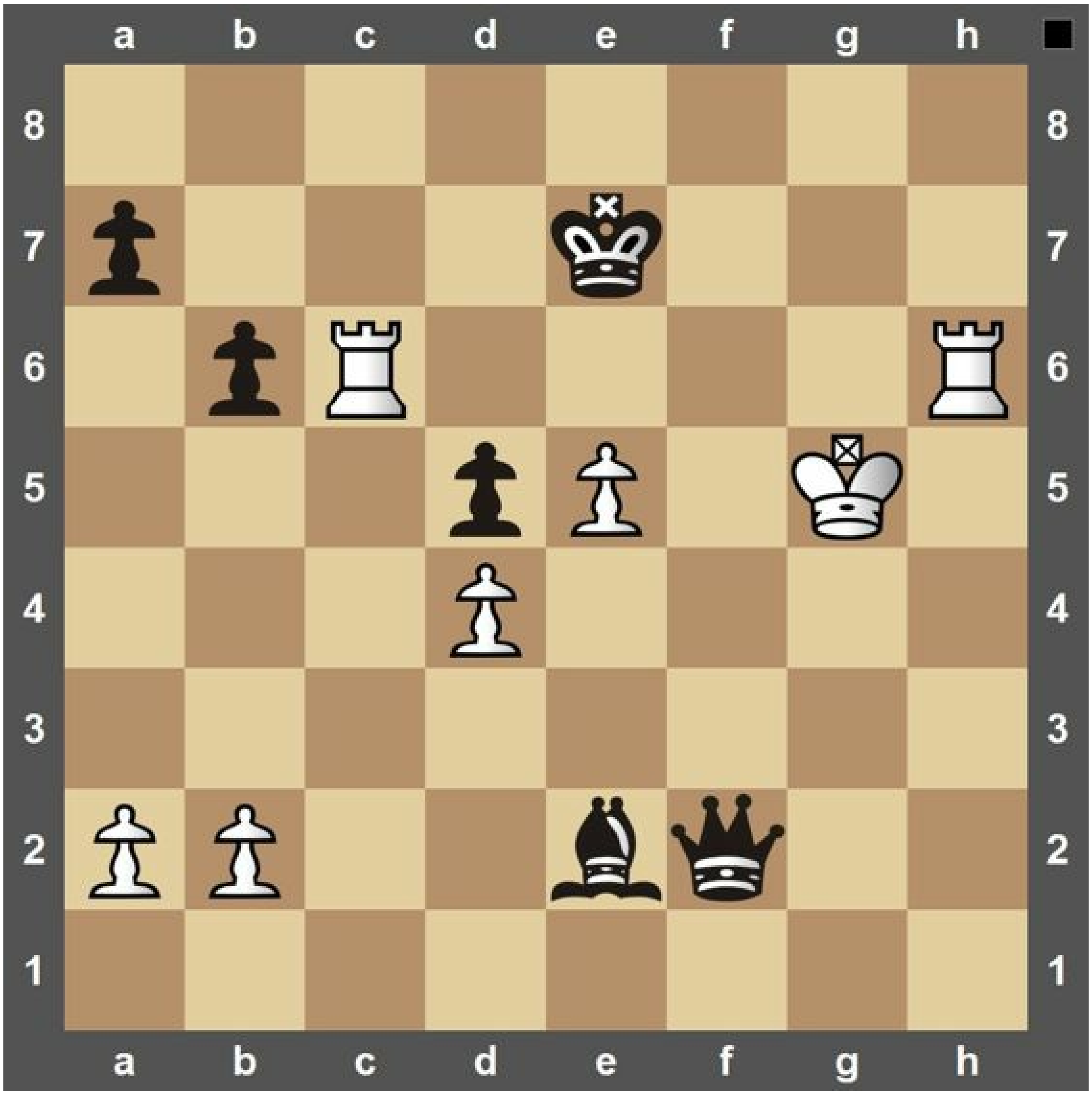
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75: 1...Qg3+ 2.Kf5 Qg4# [2...Bd3#]

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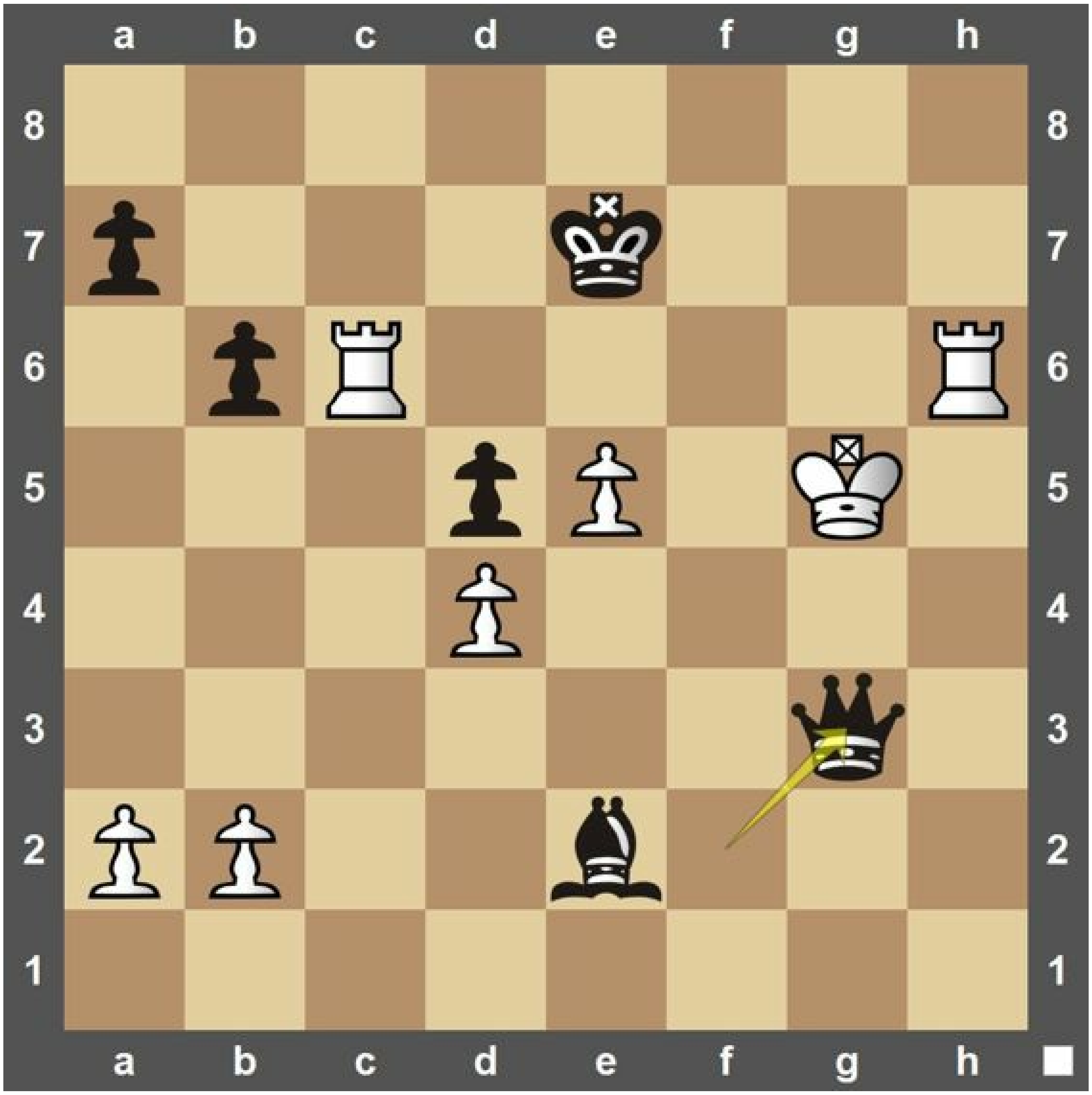
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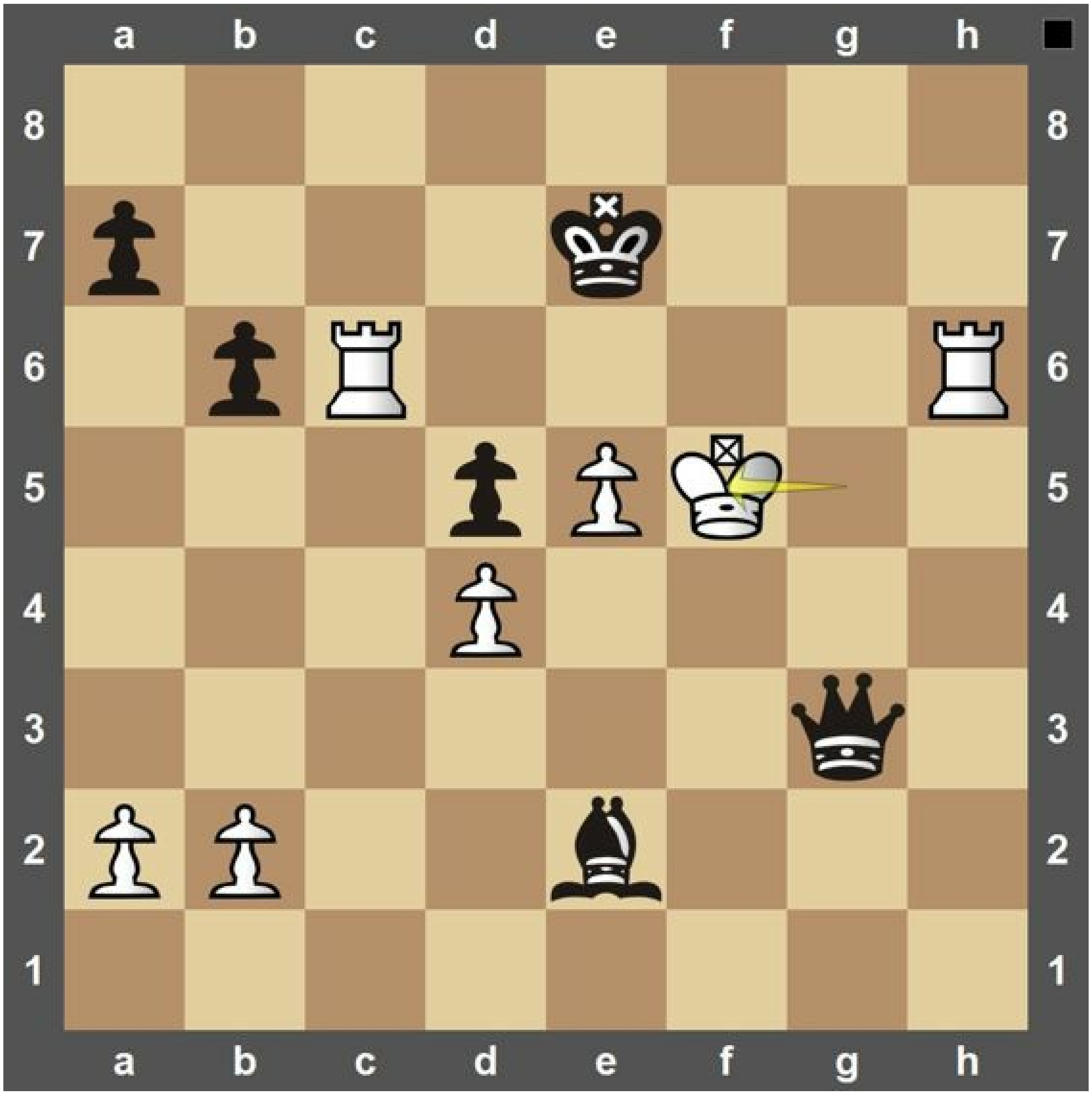
75: **1...Qg3+** 2.Kf5 Qg4# [2...Bd3#]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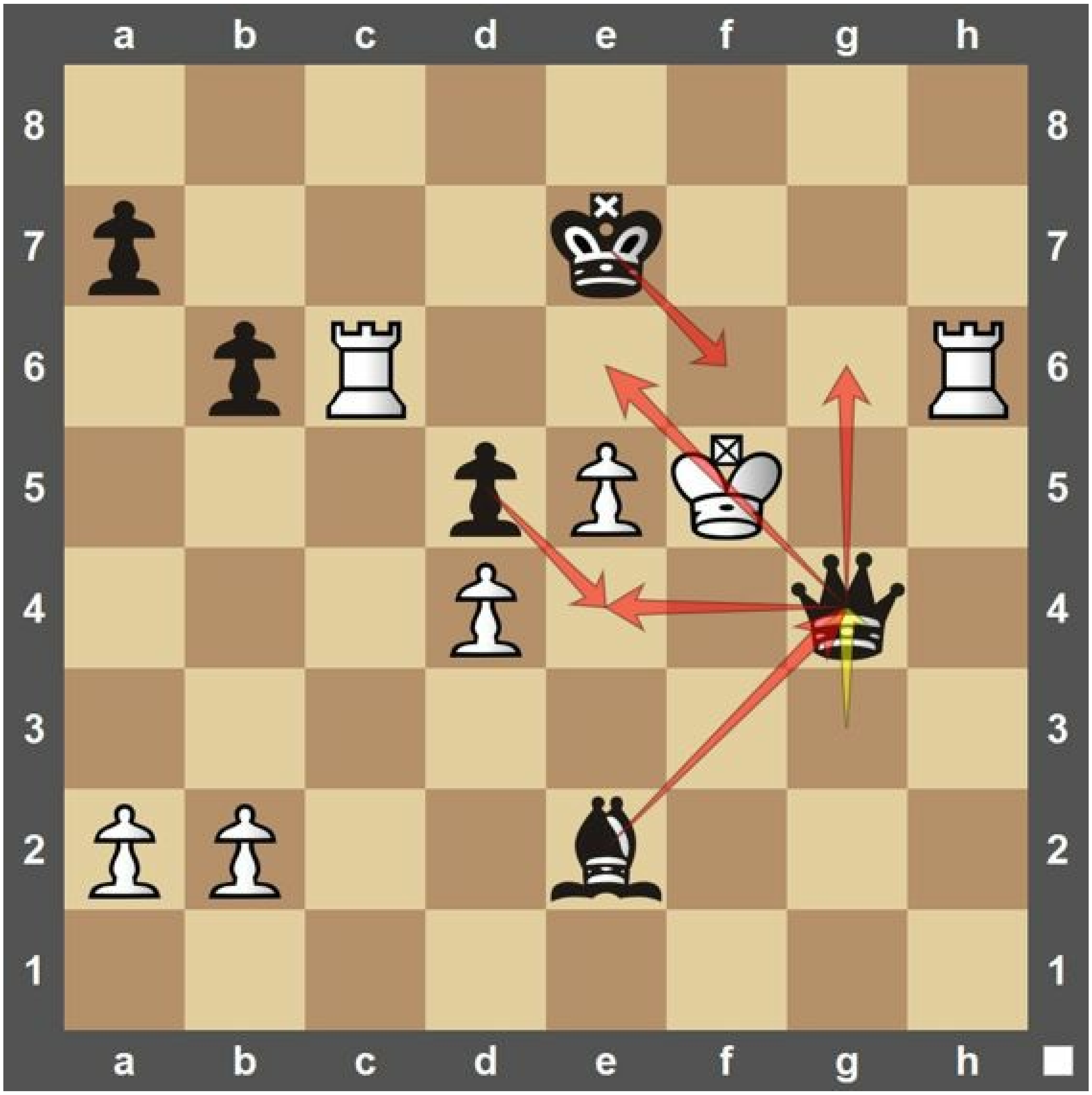
75: **1...Qg3+ 2.Kf5** Qg4# [2...Bd3#]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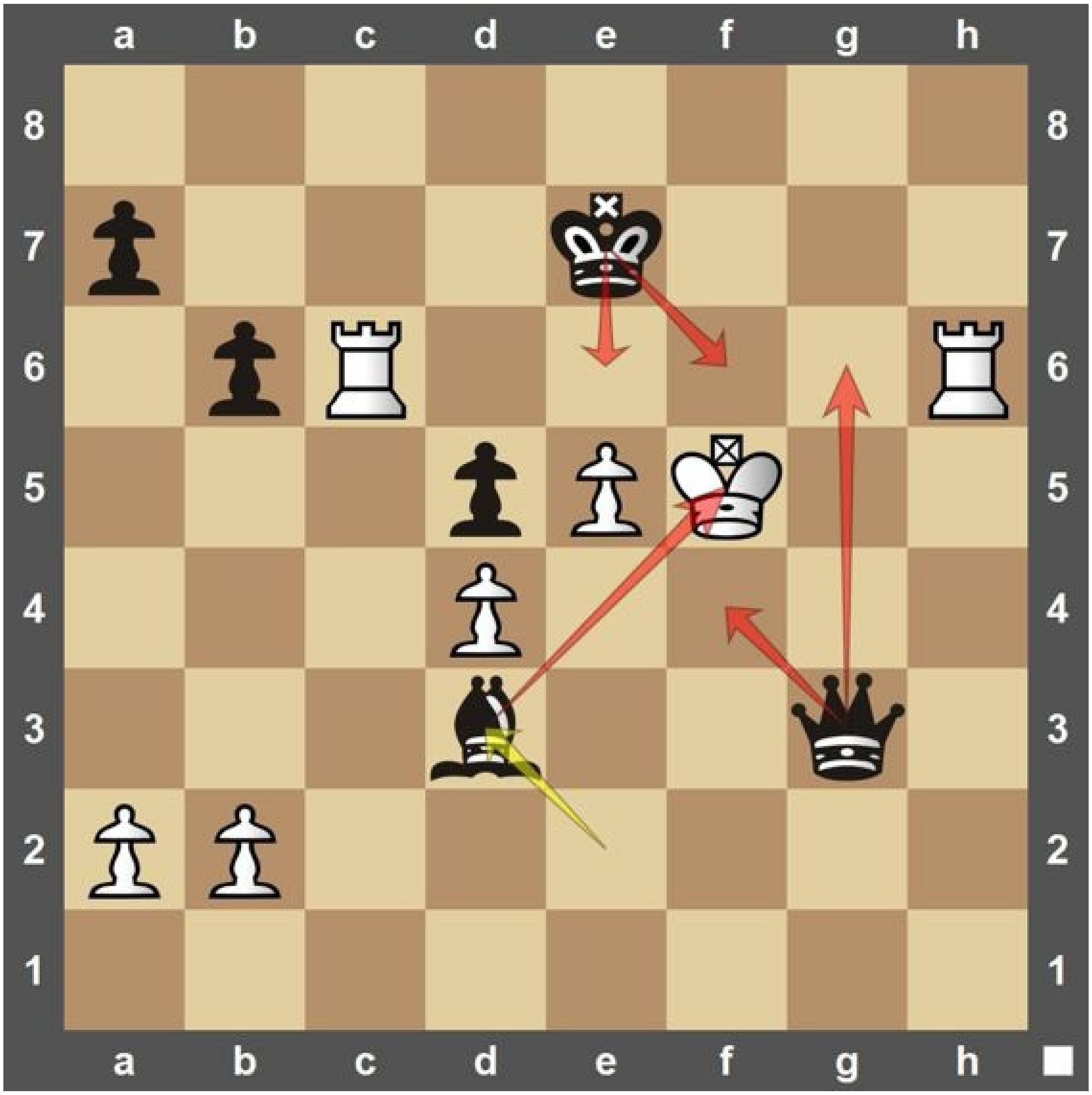
75: **1...Qg3+ 2.Kf5 Qg4#** [2...Bd3#]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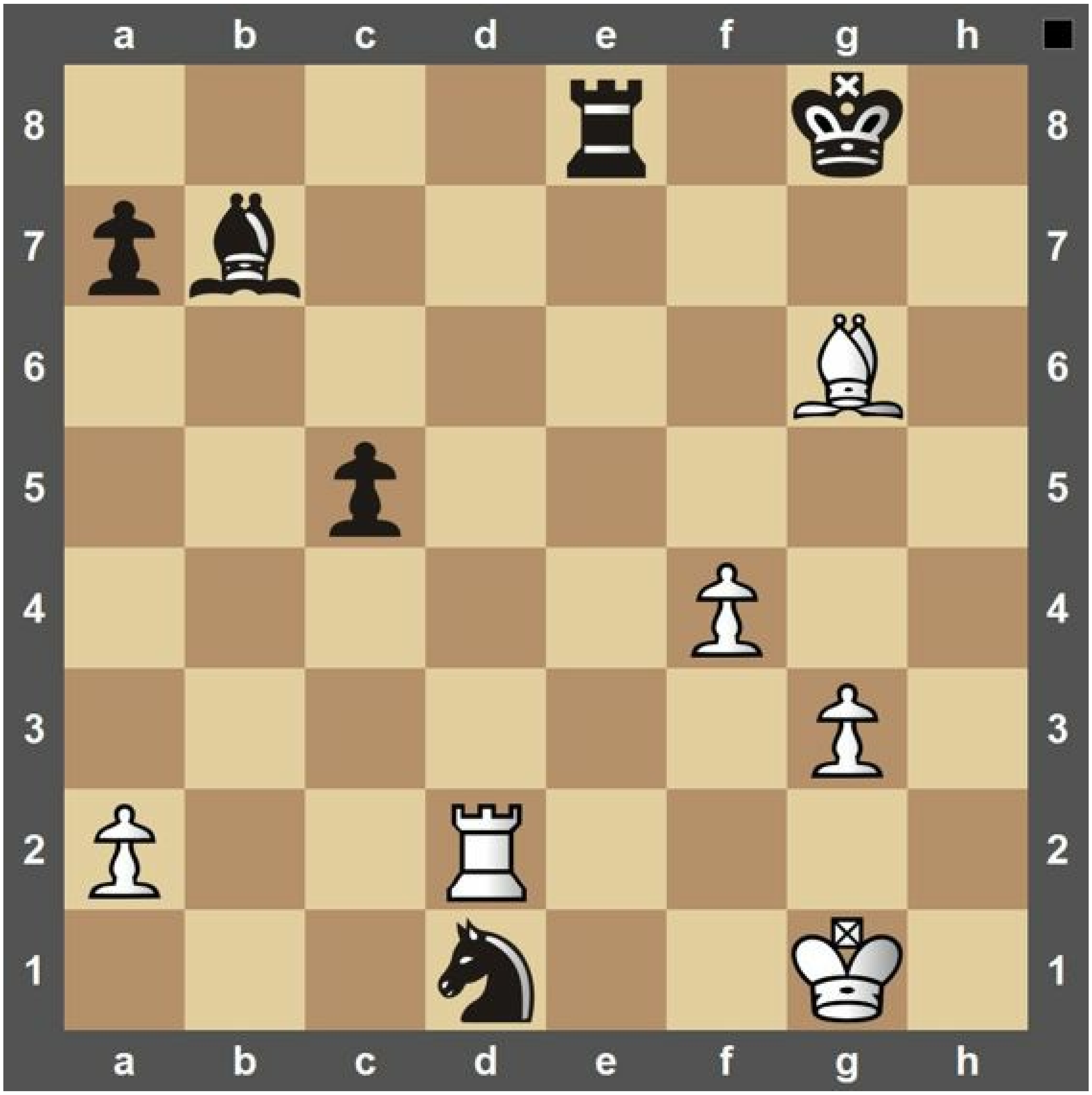
75: **1...Qg3+ 2.Kf5** Qg4# [**2...Bd3#**]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76: Black to move.

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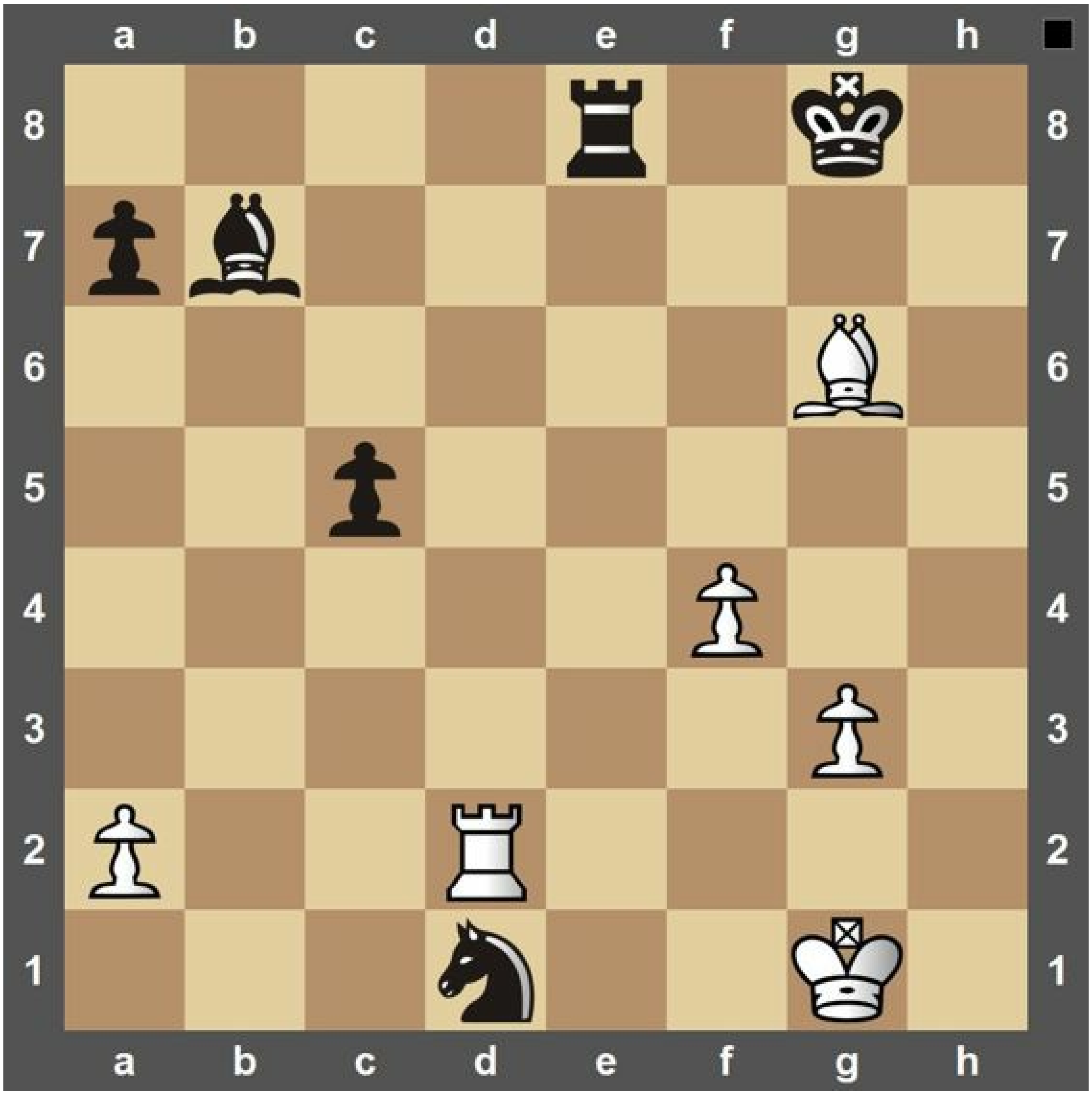
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76: 1...Re1+ 2.Kh2 Rh1#

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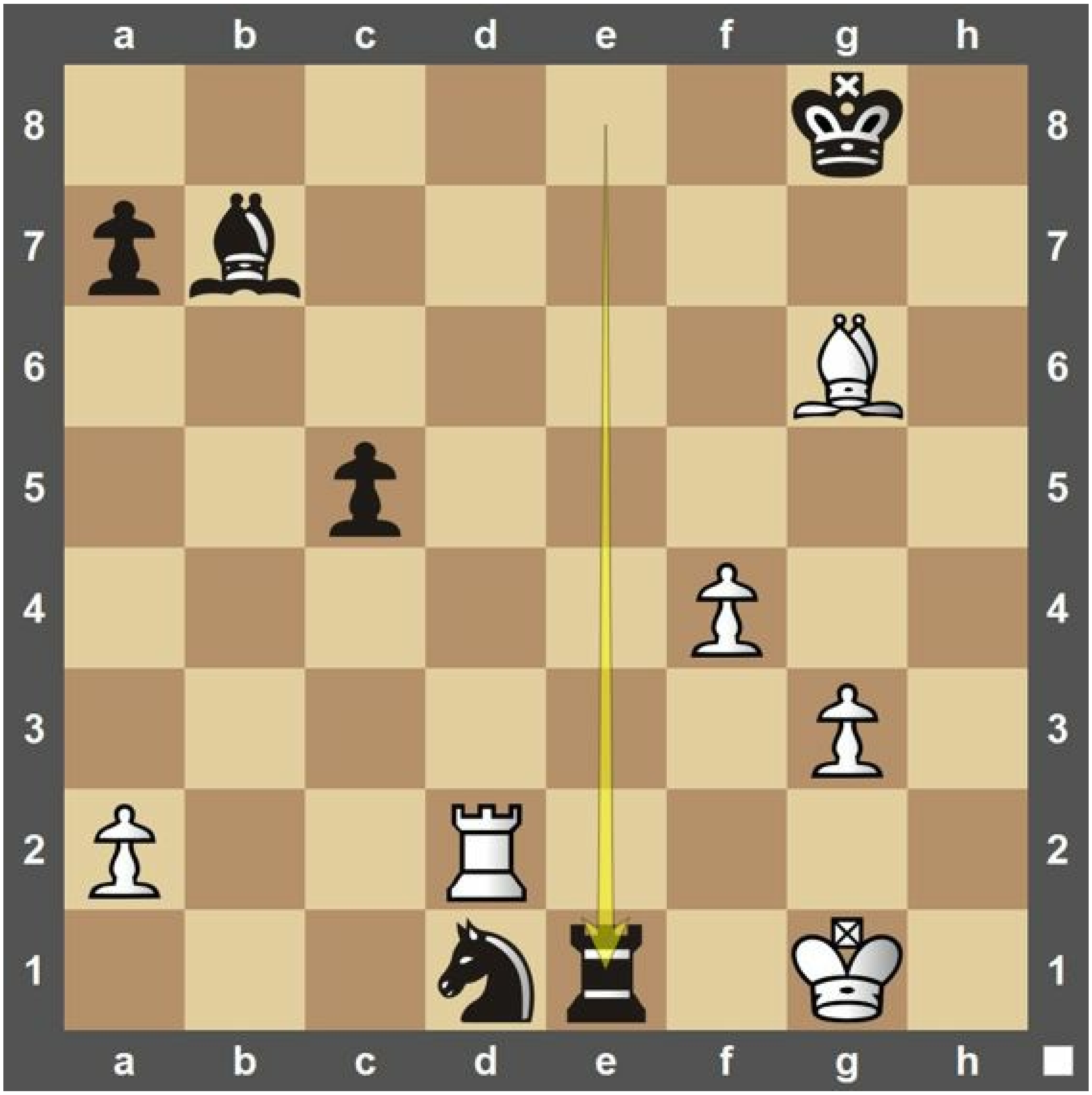
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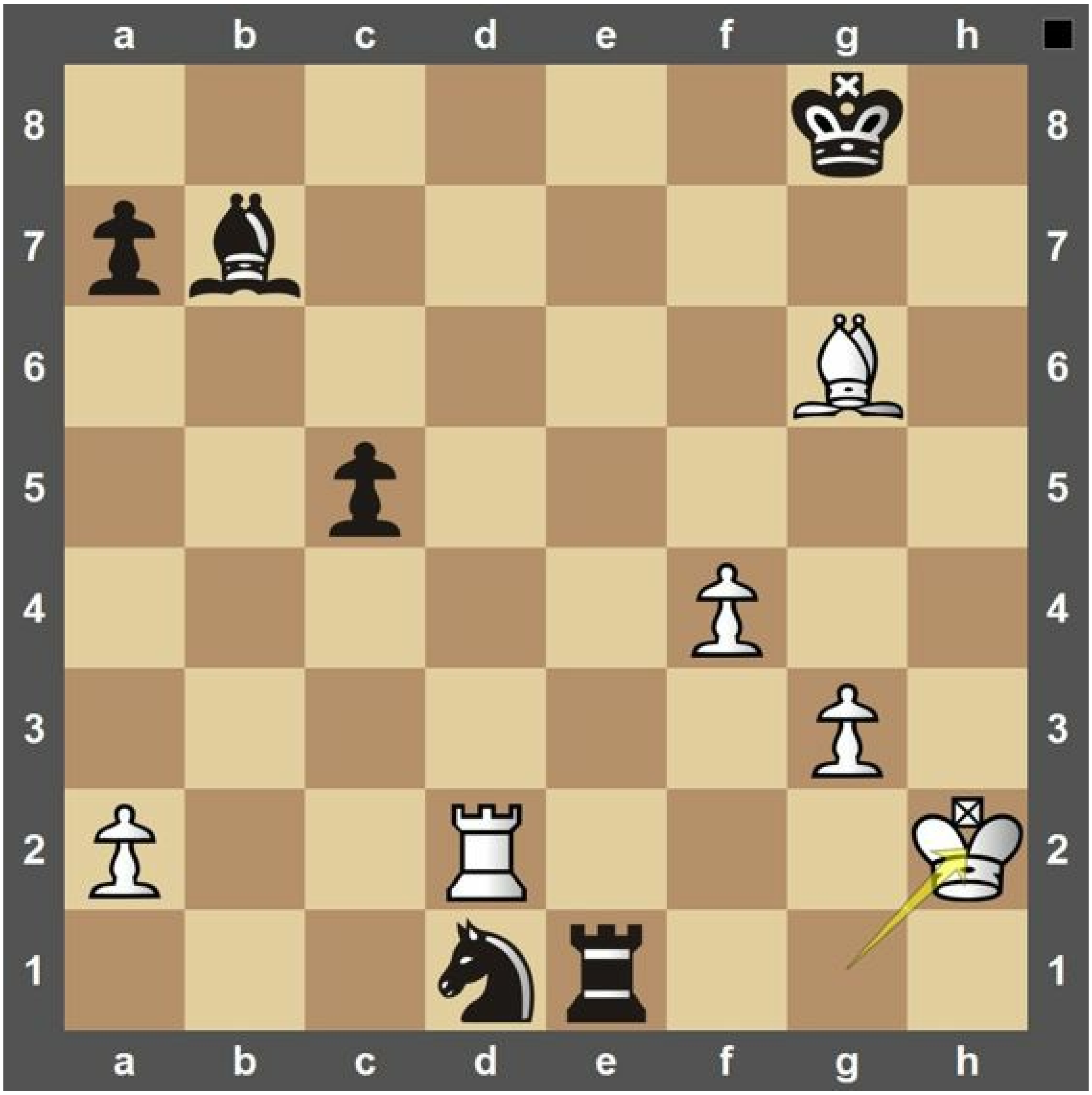
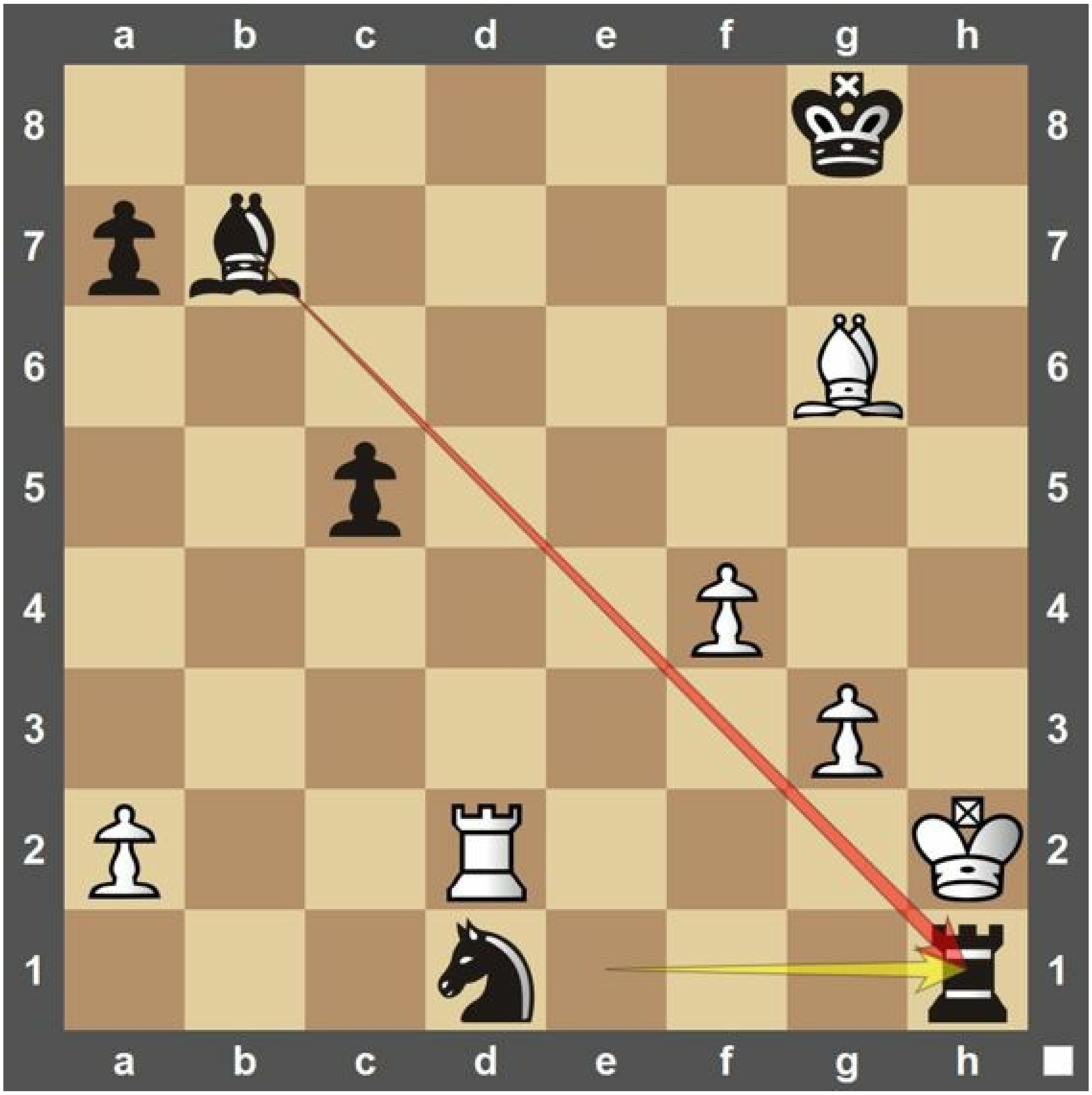
76: **1...Re1+** 2.Kh2 Rh1#



76: **1...Re1+ 2.Kh2** Rh1#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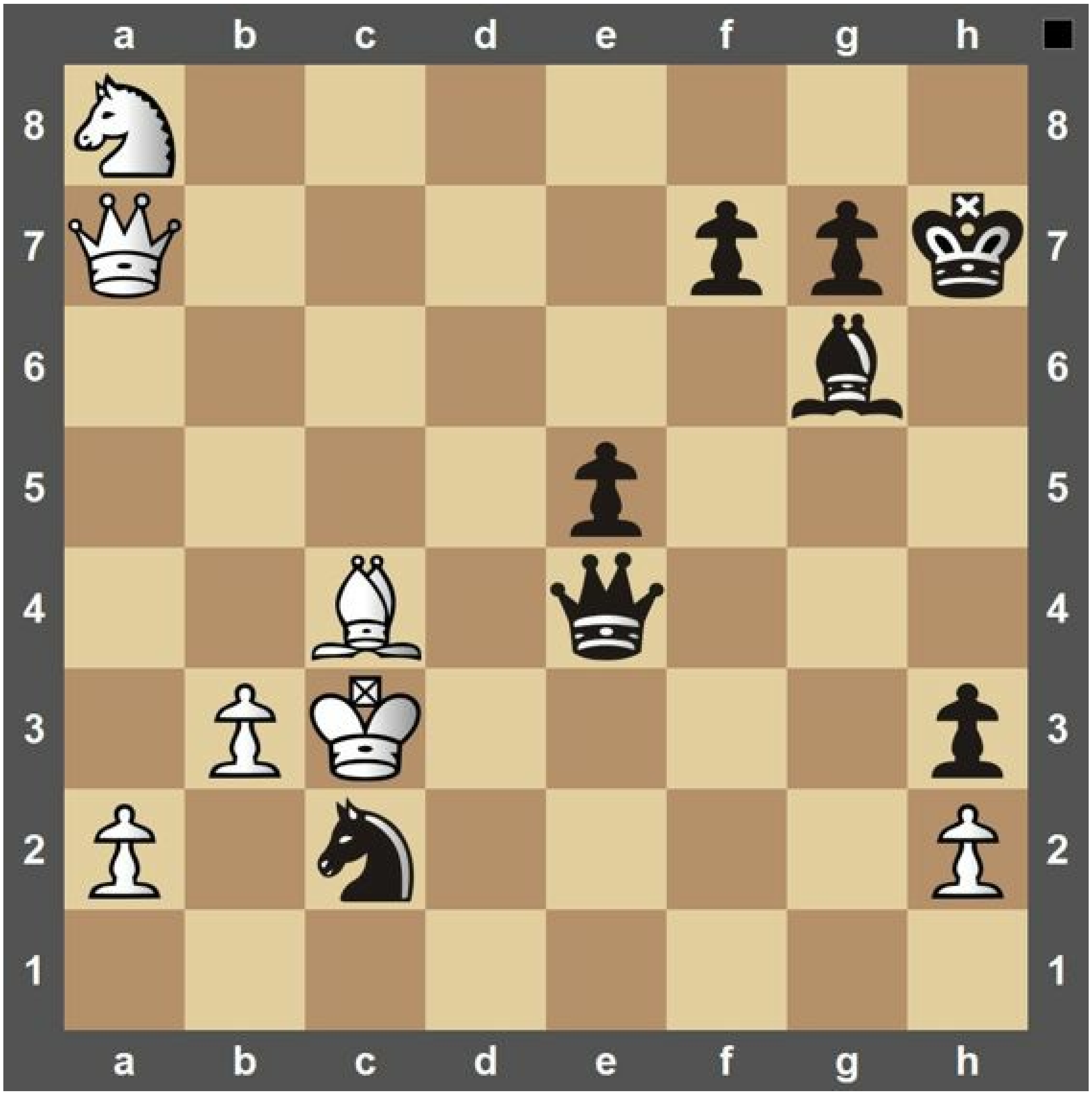
76: **1...Re1+ 2.Kh2 Rh1#**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8 7 6 5 4 3 2 1

77: Black to move.

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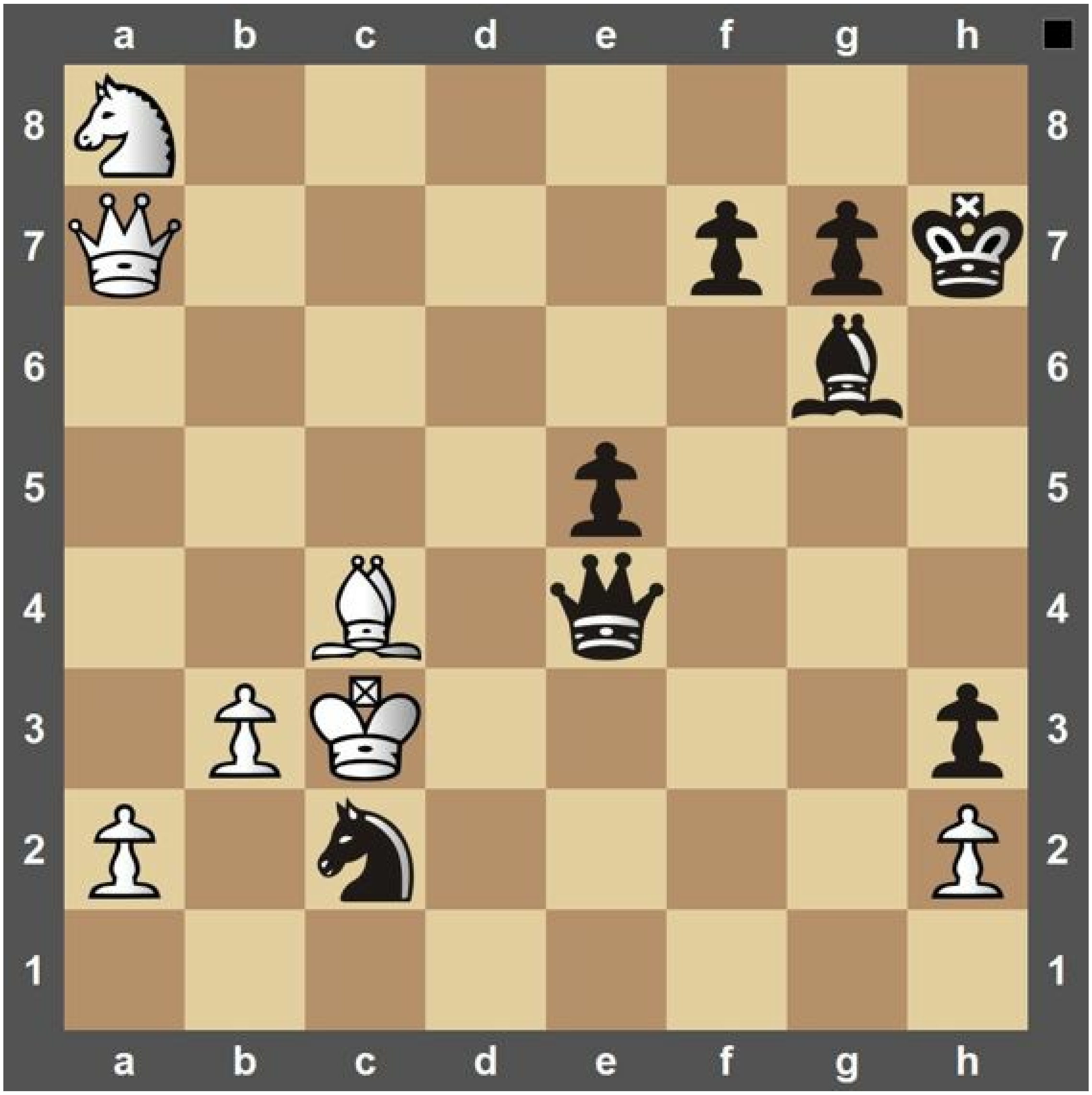
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77: 1...Qe1+ 2.Kb2 Qa1#

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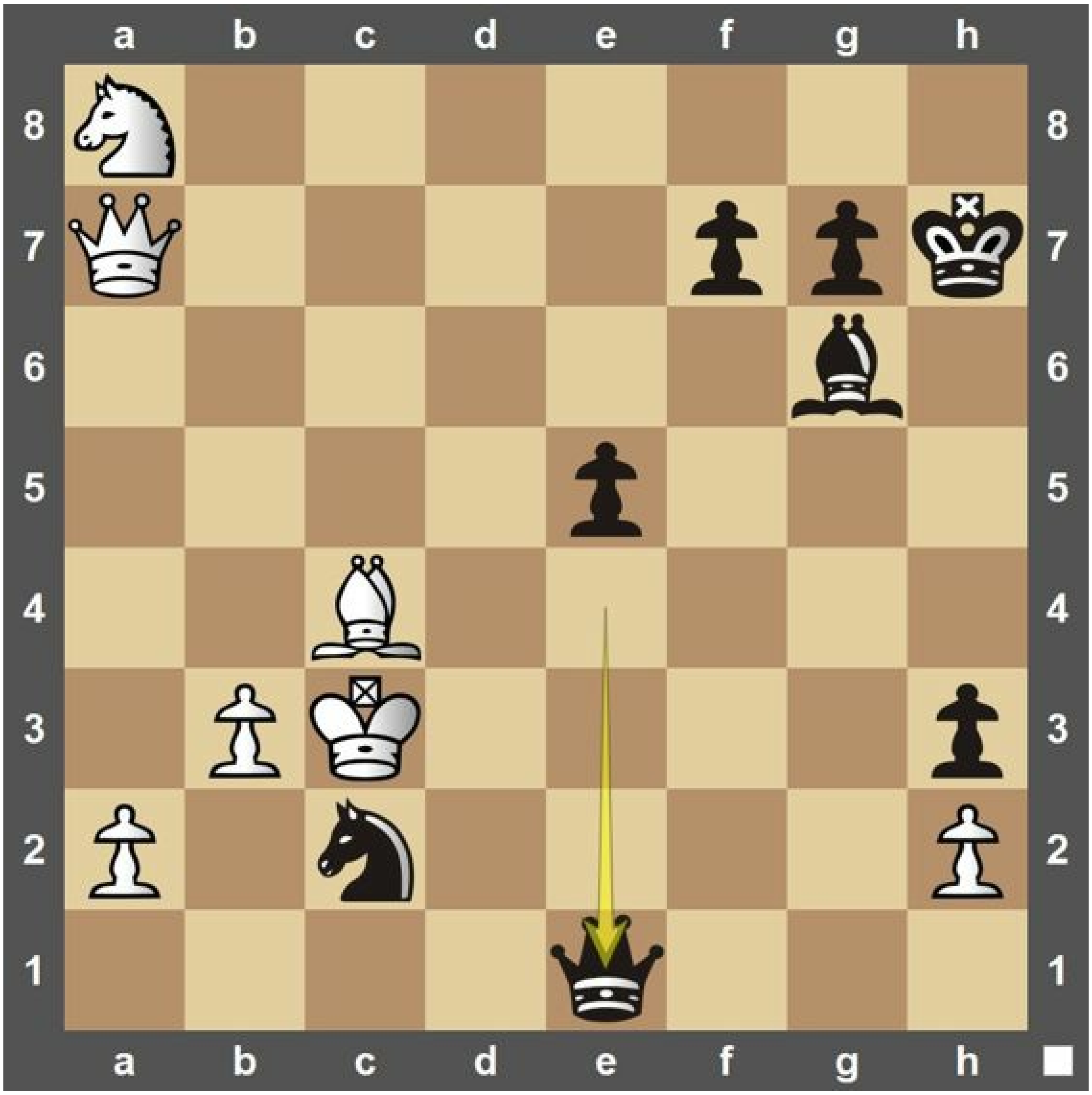
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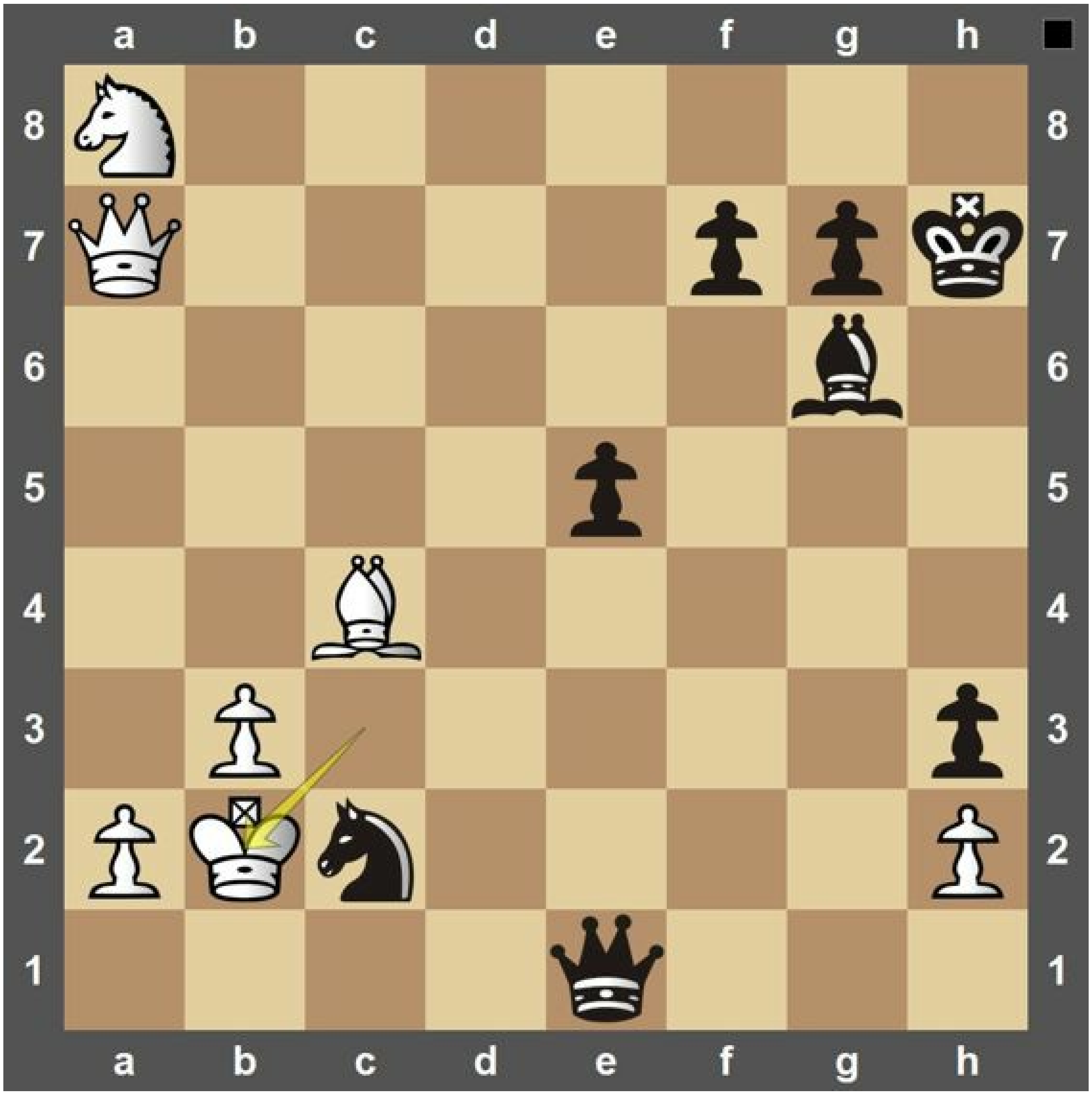
77: **1...Qe1+** 2.Kb2 Qa1#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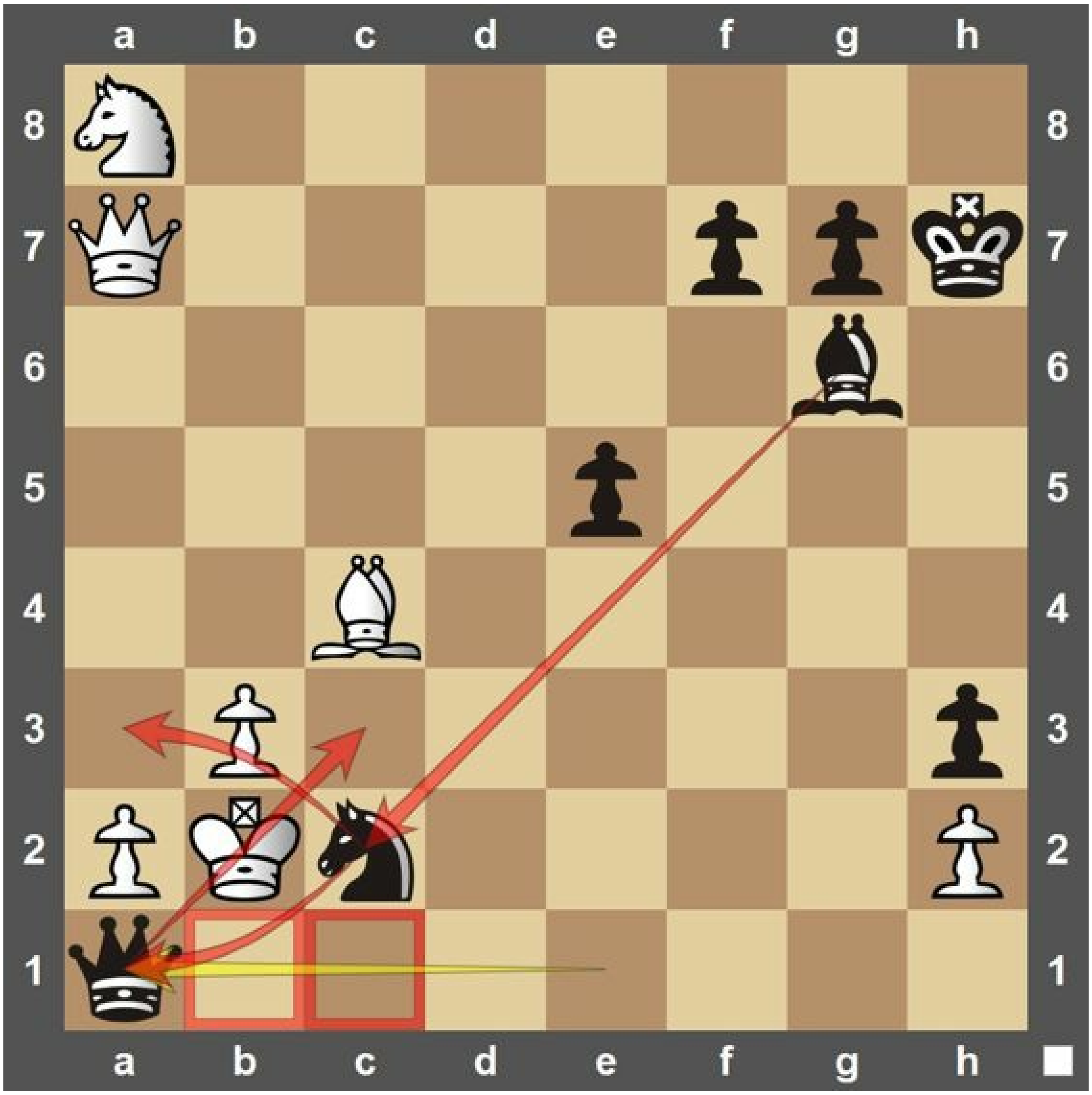
77: **1...Qe1+ 2.Kb2** Qa1#



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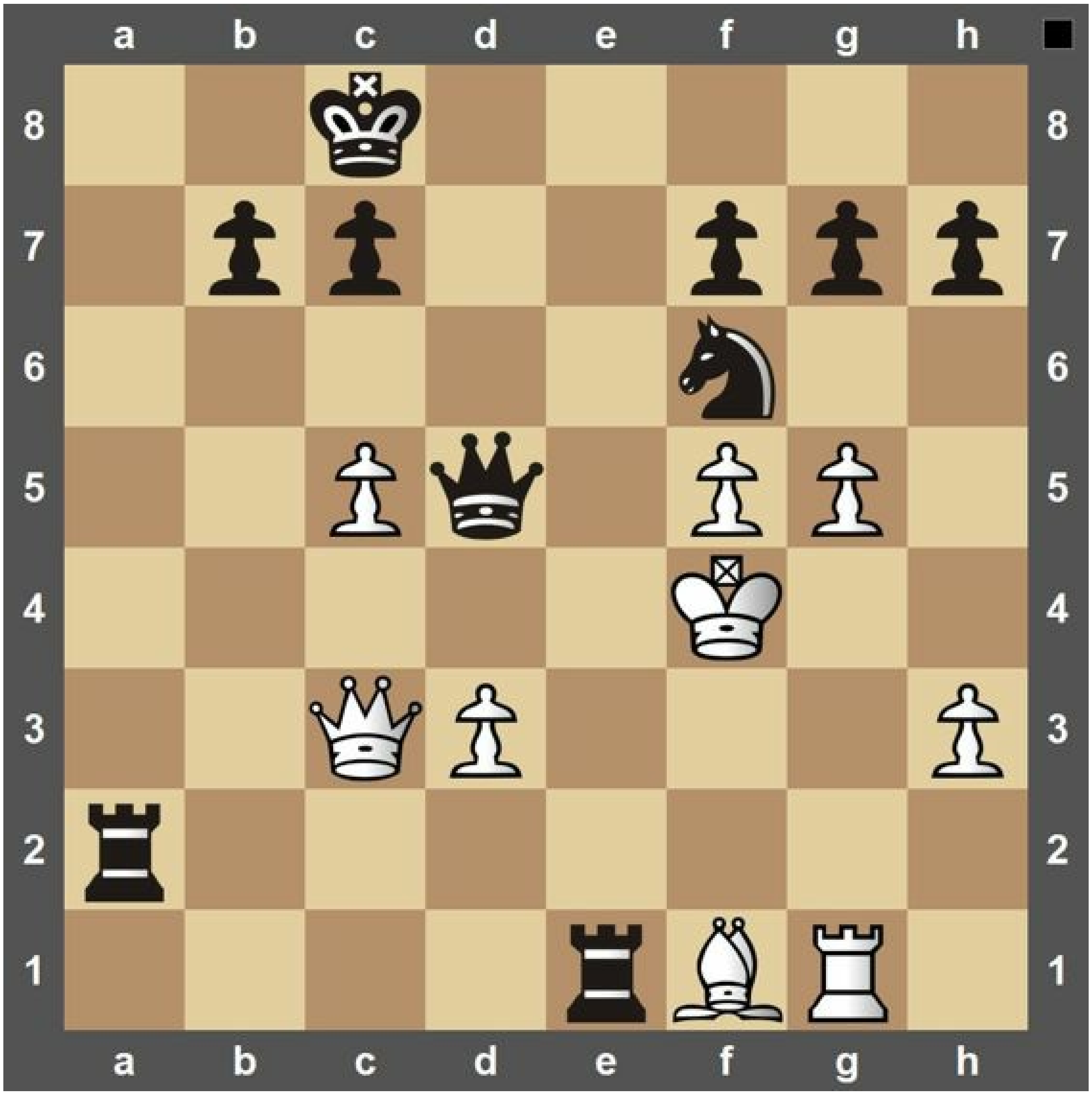
77: **1...Qe1+ 2.Kb2 Qa1#**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78: Black to move.

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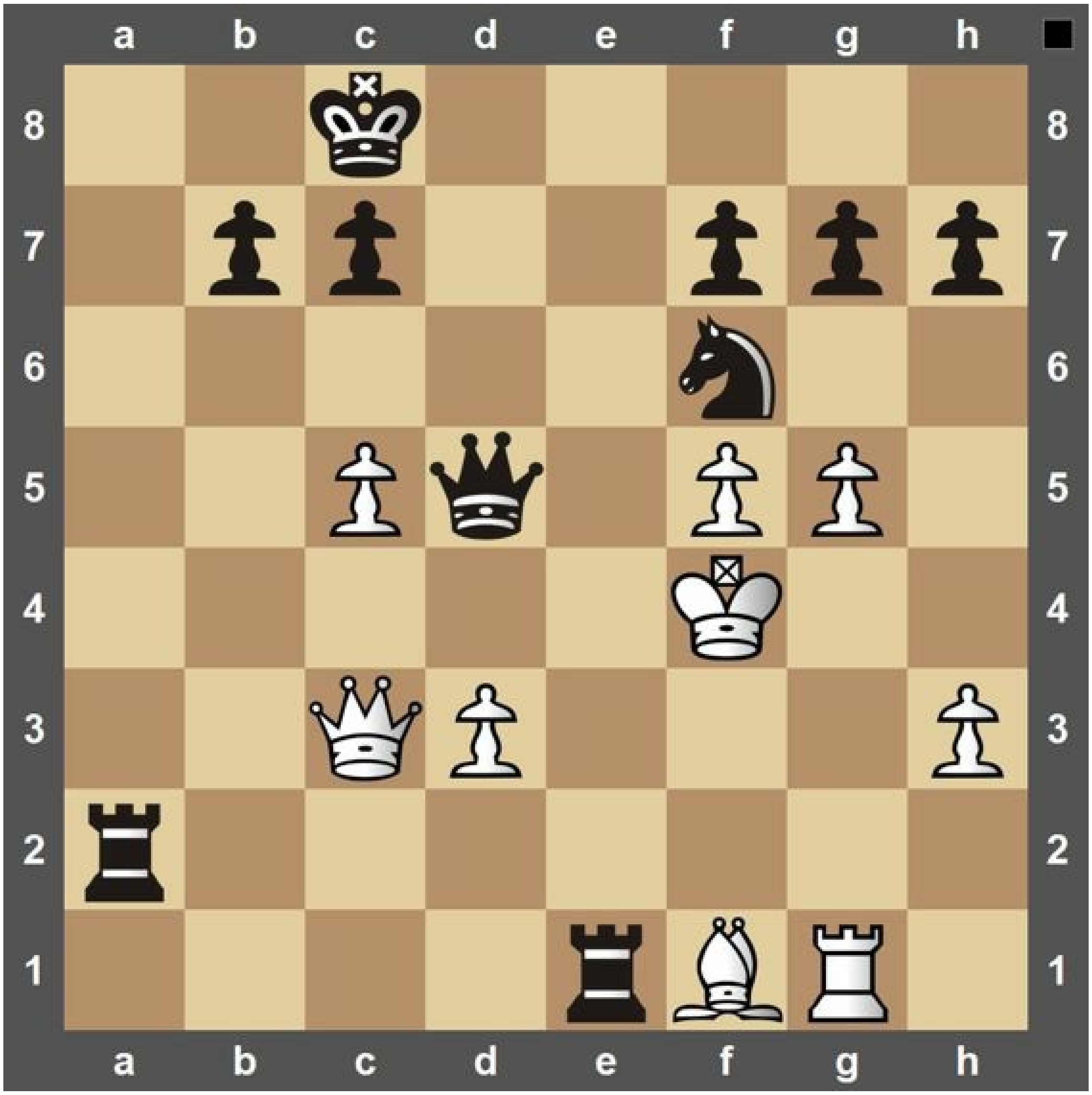
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78: 1...Qxf5+ 2.Kxf5 [2.Kg3 Qf2#] 2...Rf2#

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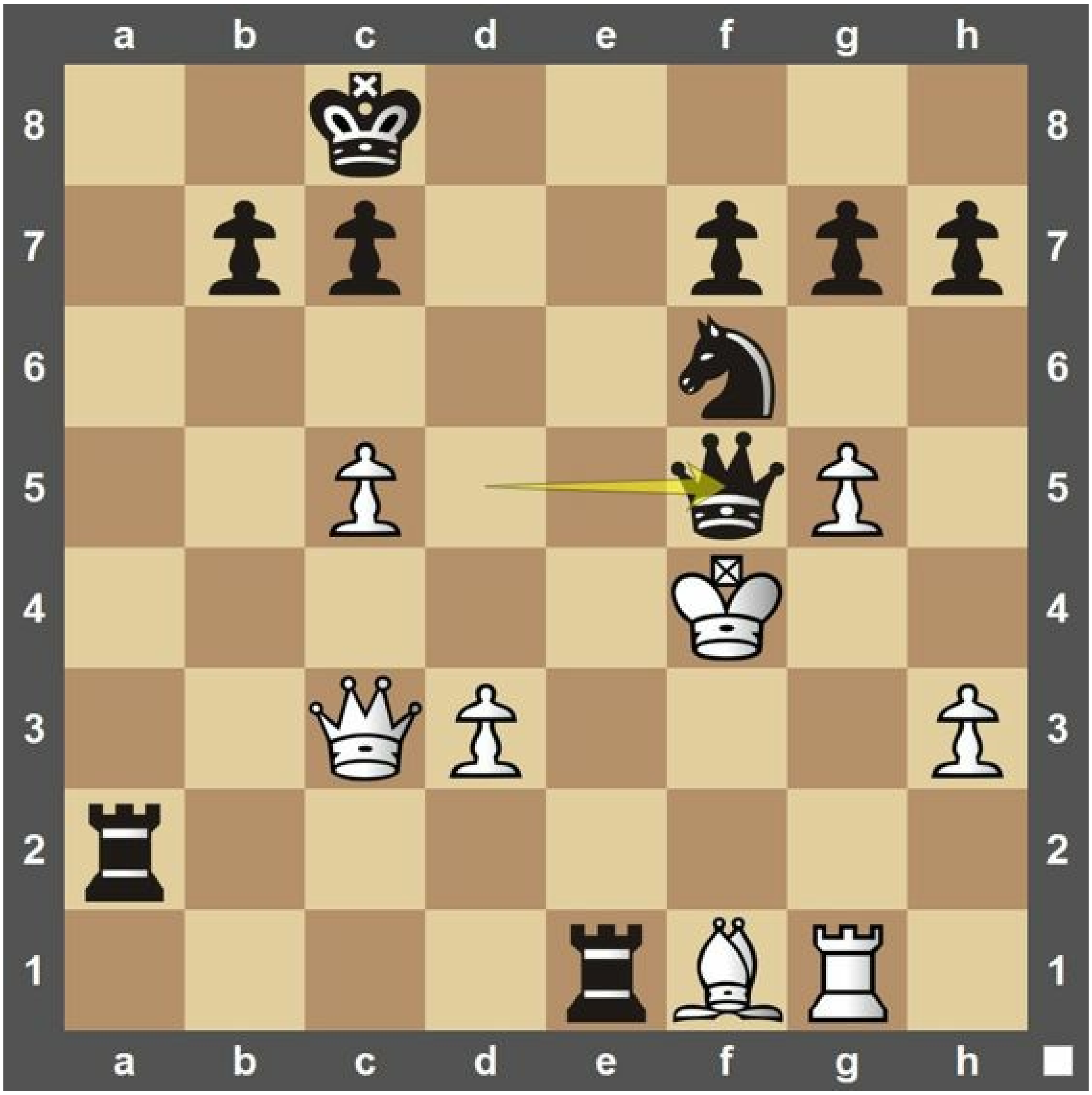
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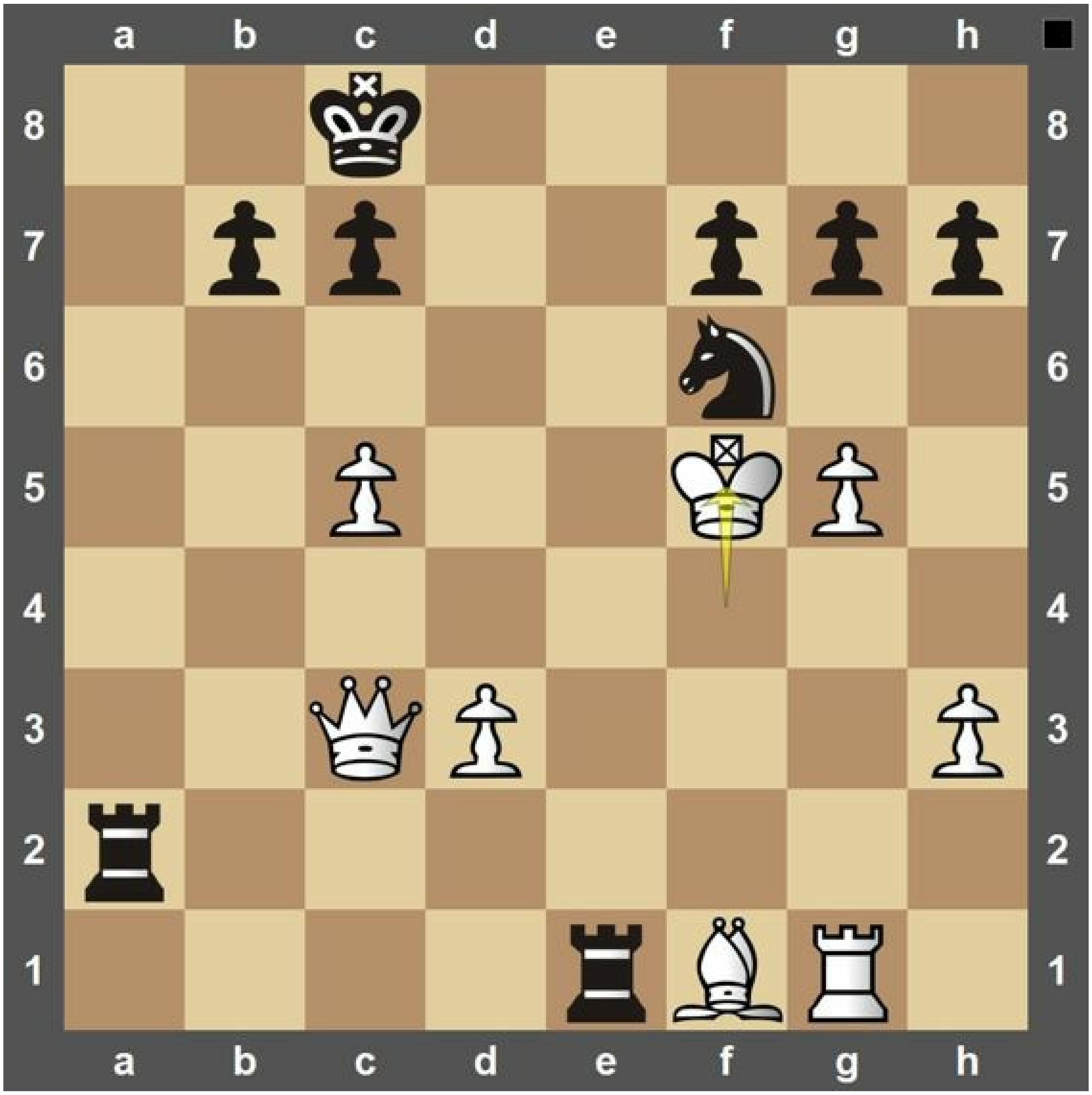
78: **1...Qxf5+** 2.Kxf5 [2.Kg3 Qf2#] 2...Rf2#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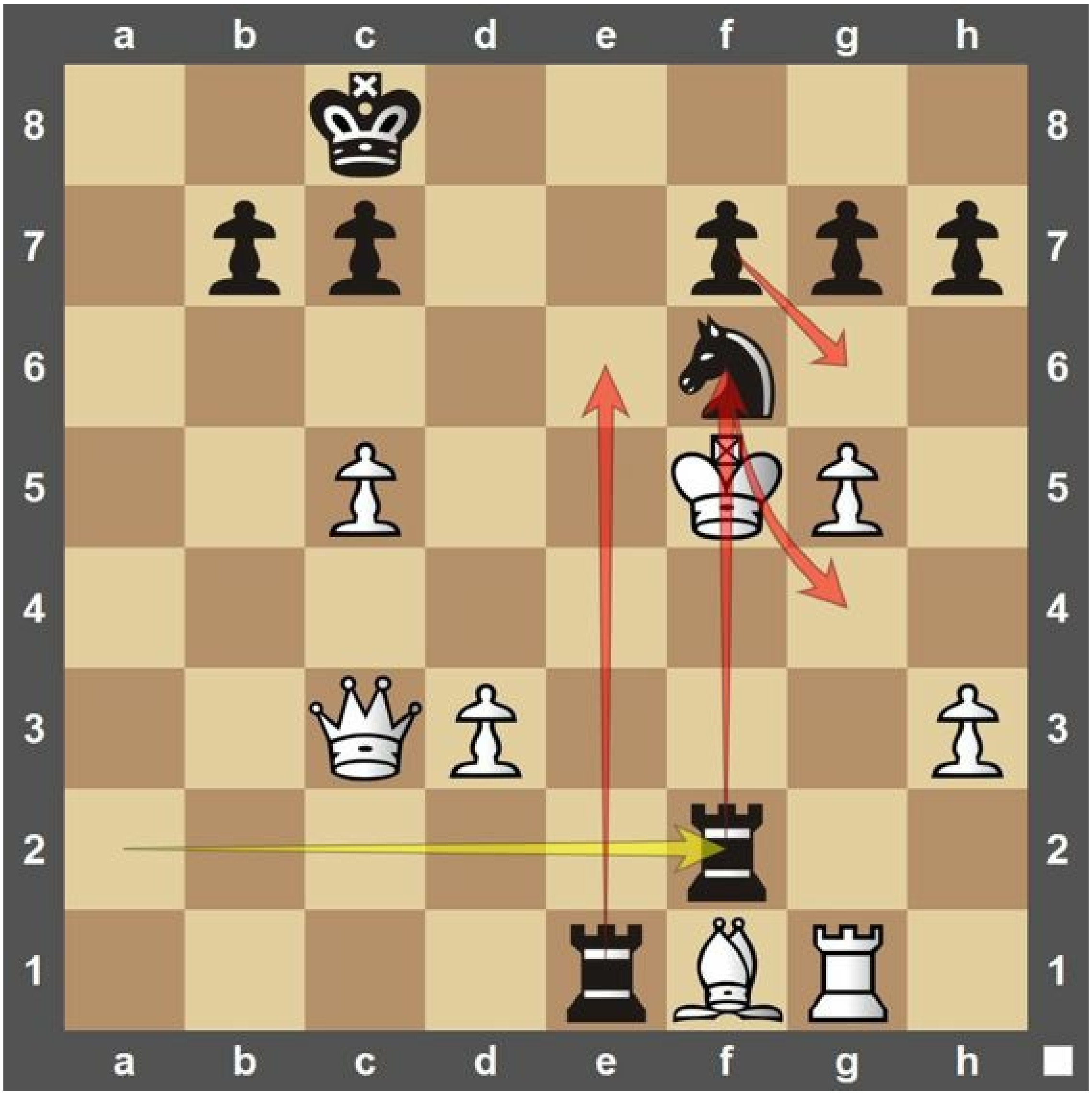
78: **1...Qxf5+ 2.Kxf5** [2.Kg3 Qf2#] 2...Rf2#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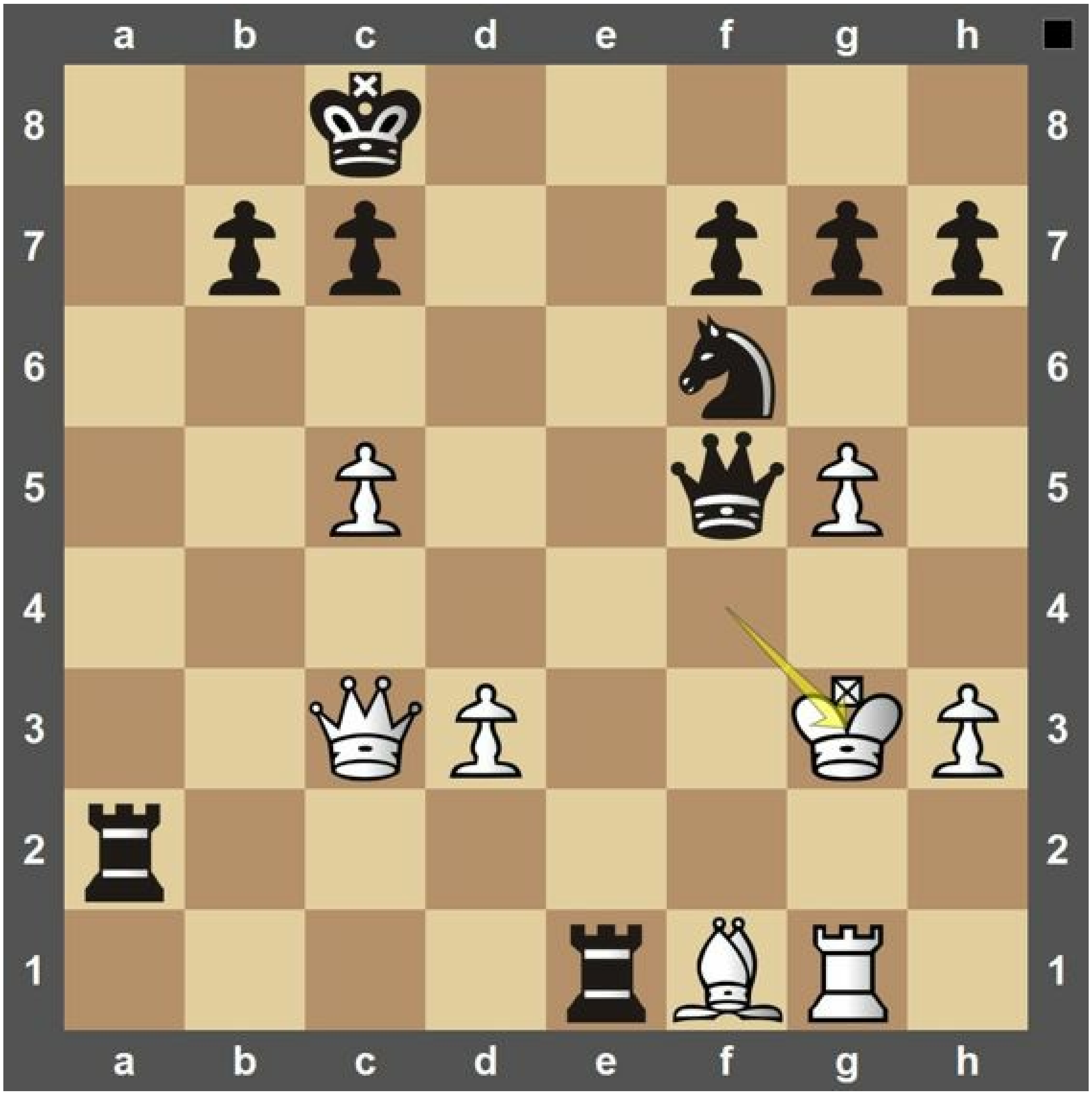
78: **1...Qxf5+ 2.Kxf5** [2.Kg3 Qf2#] **2...Rf2#**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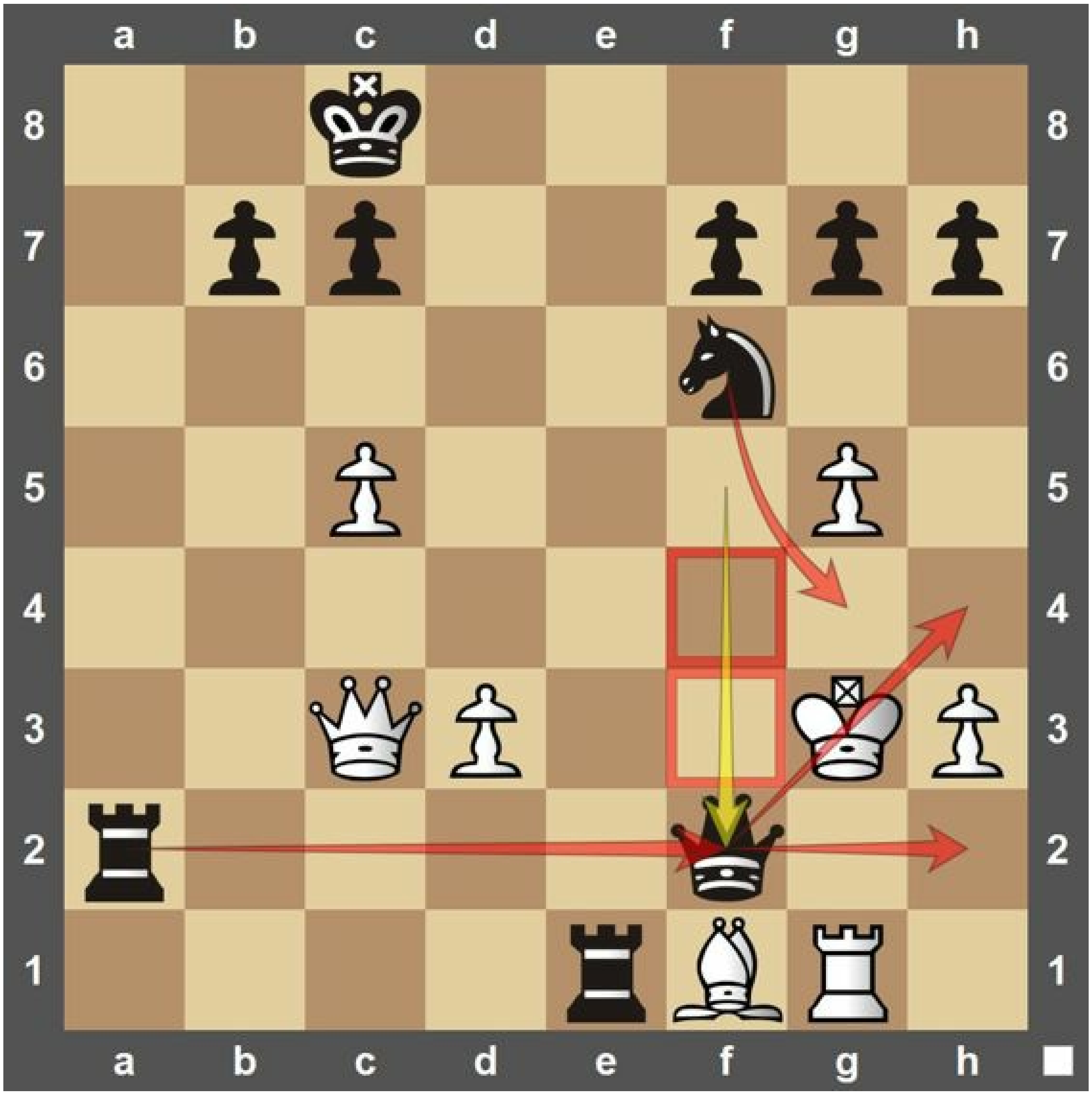
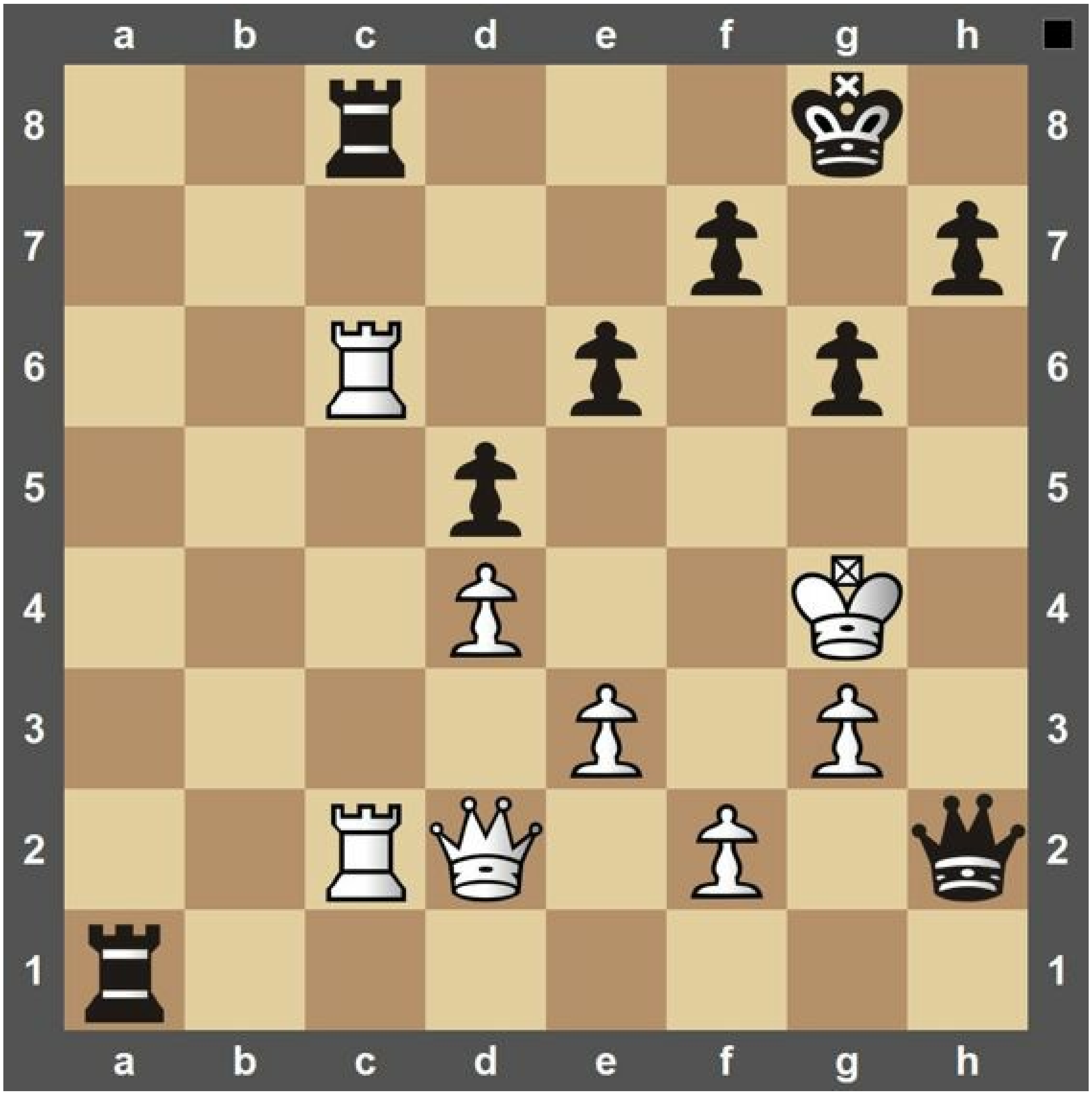
78: **1...Qxf5+** 2.Kxf5 [**2.Kg3** Qf2#] 2...Rf2#



78: **1...Qxf5+** 2.Kxf5 [**2.Kg3 Qf2#**] 2...Rf2#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79: Black to move.

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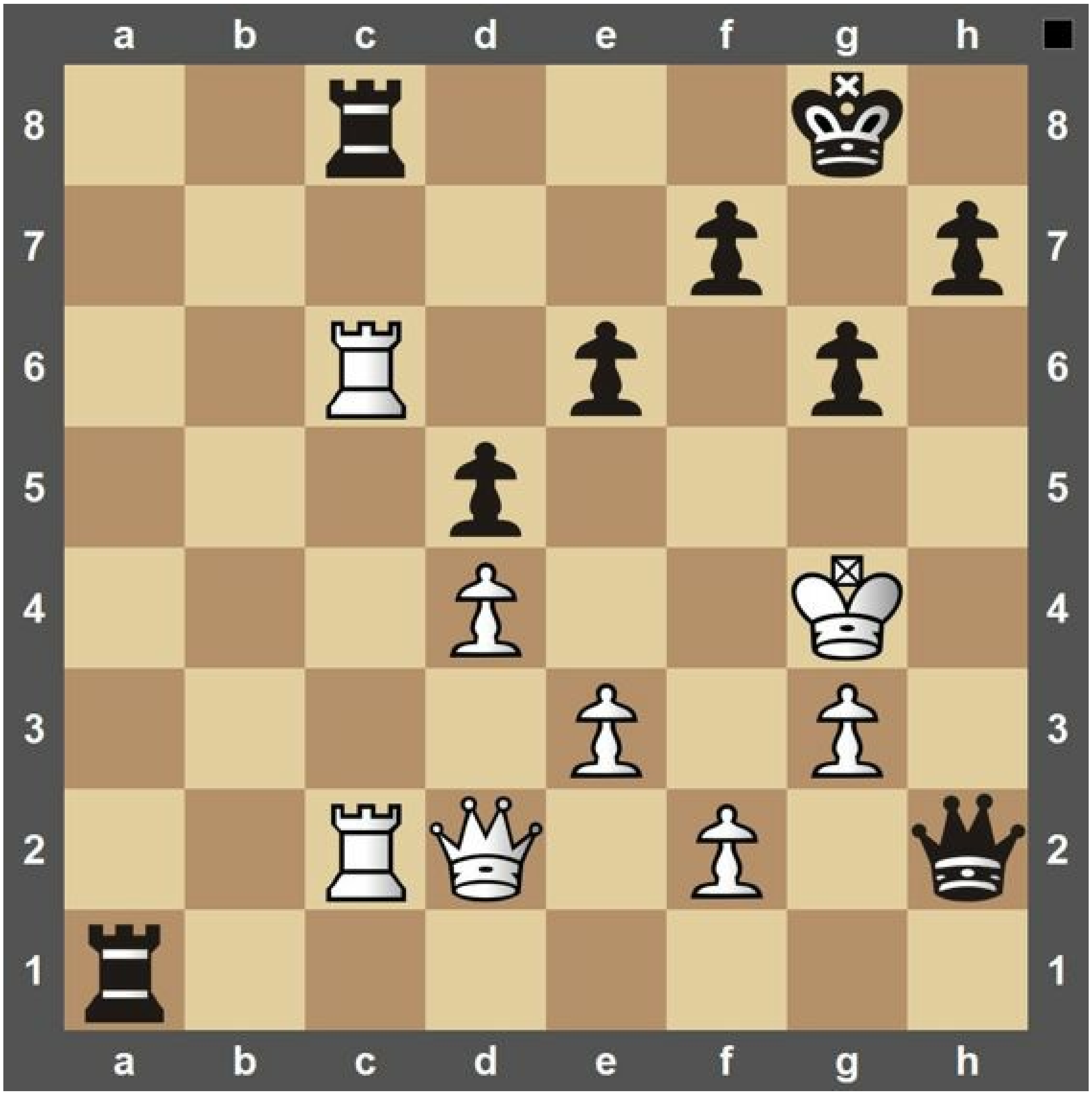
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79: 1...Qh5+ 2.Kf4 Qf5#

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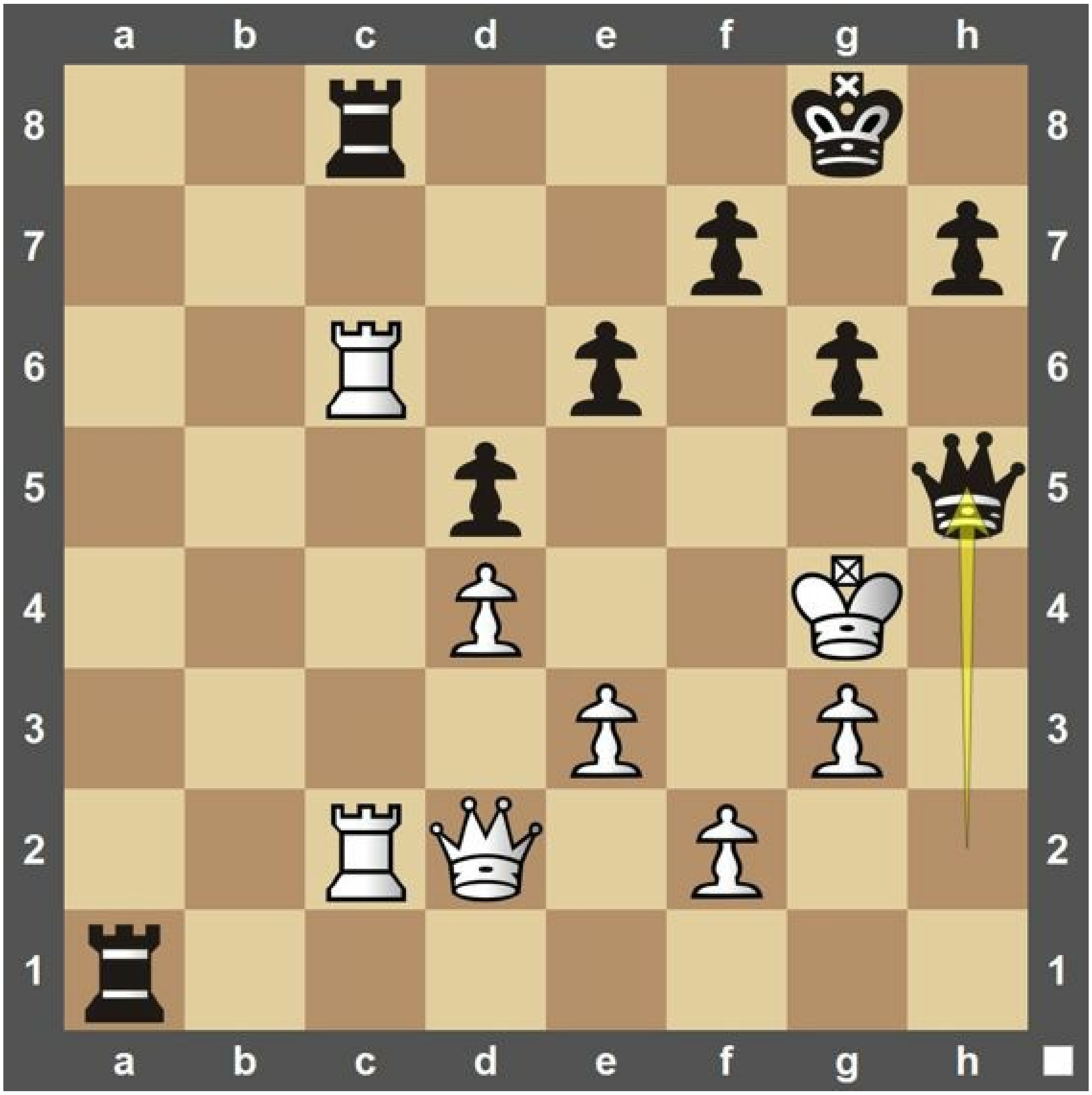
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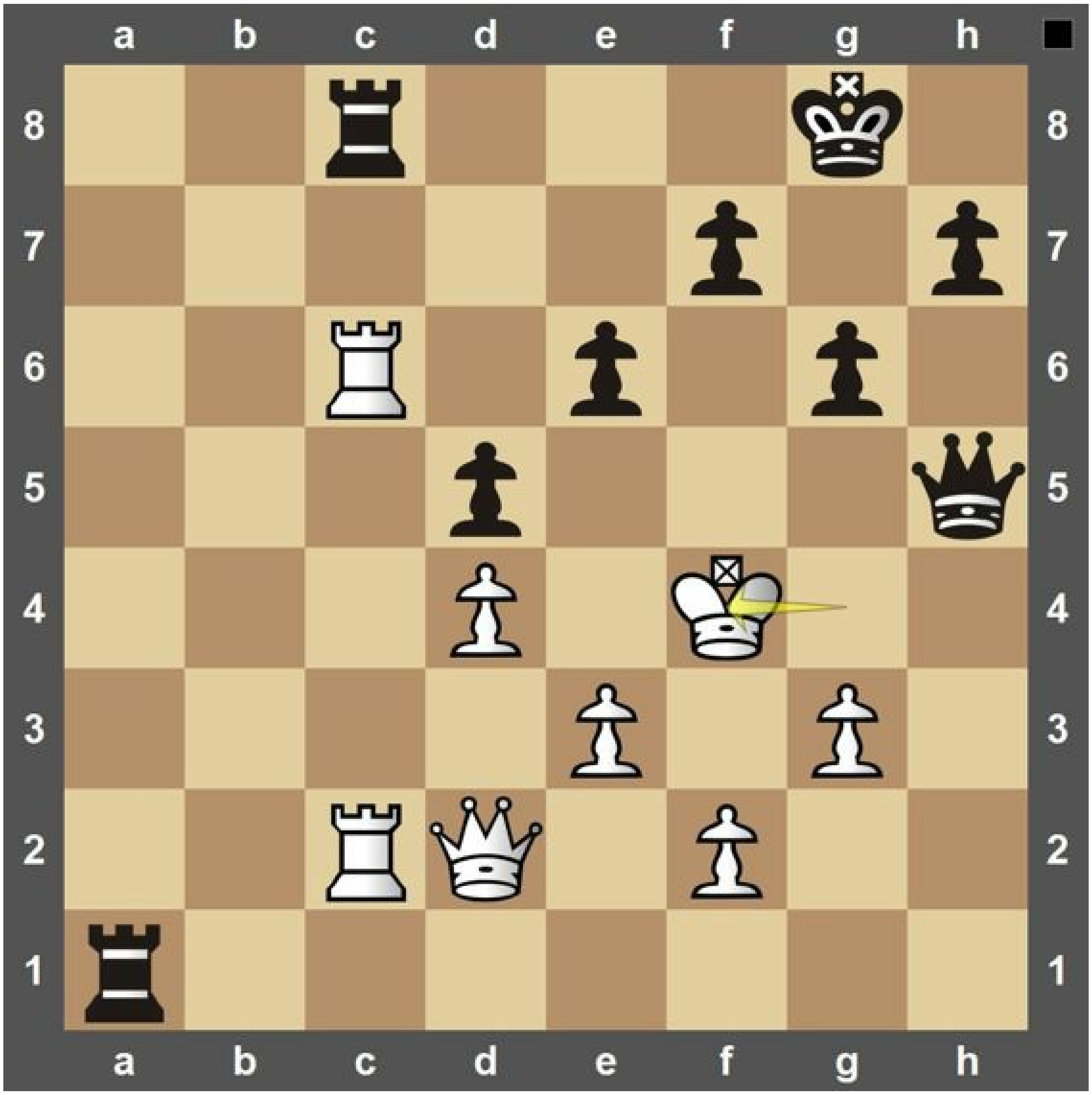
79: **1...Qh5+** 2.Kf4 Qf5#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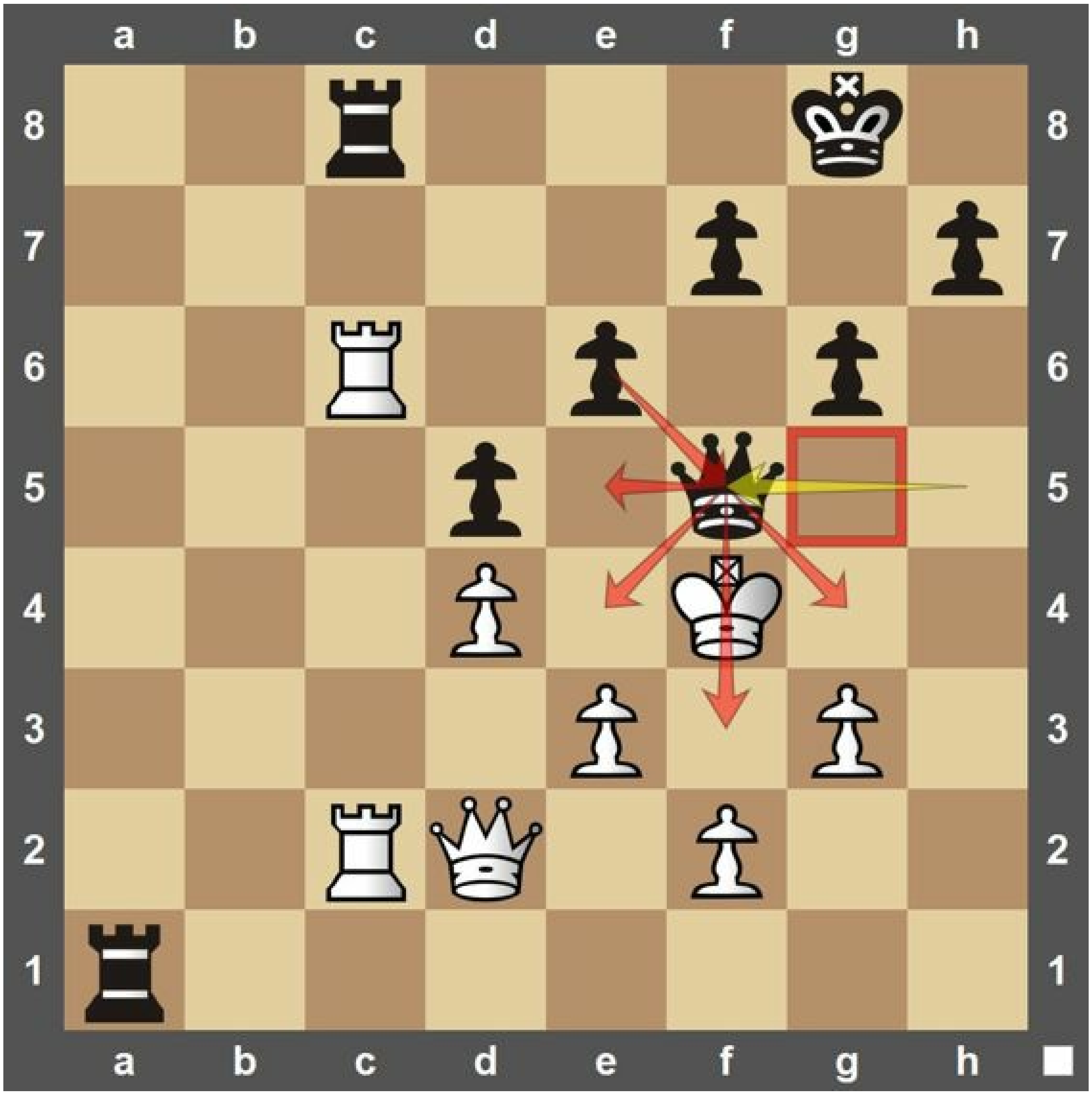
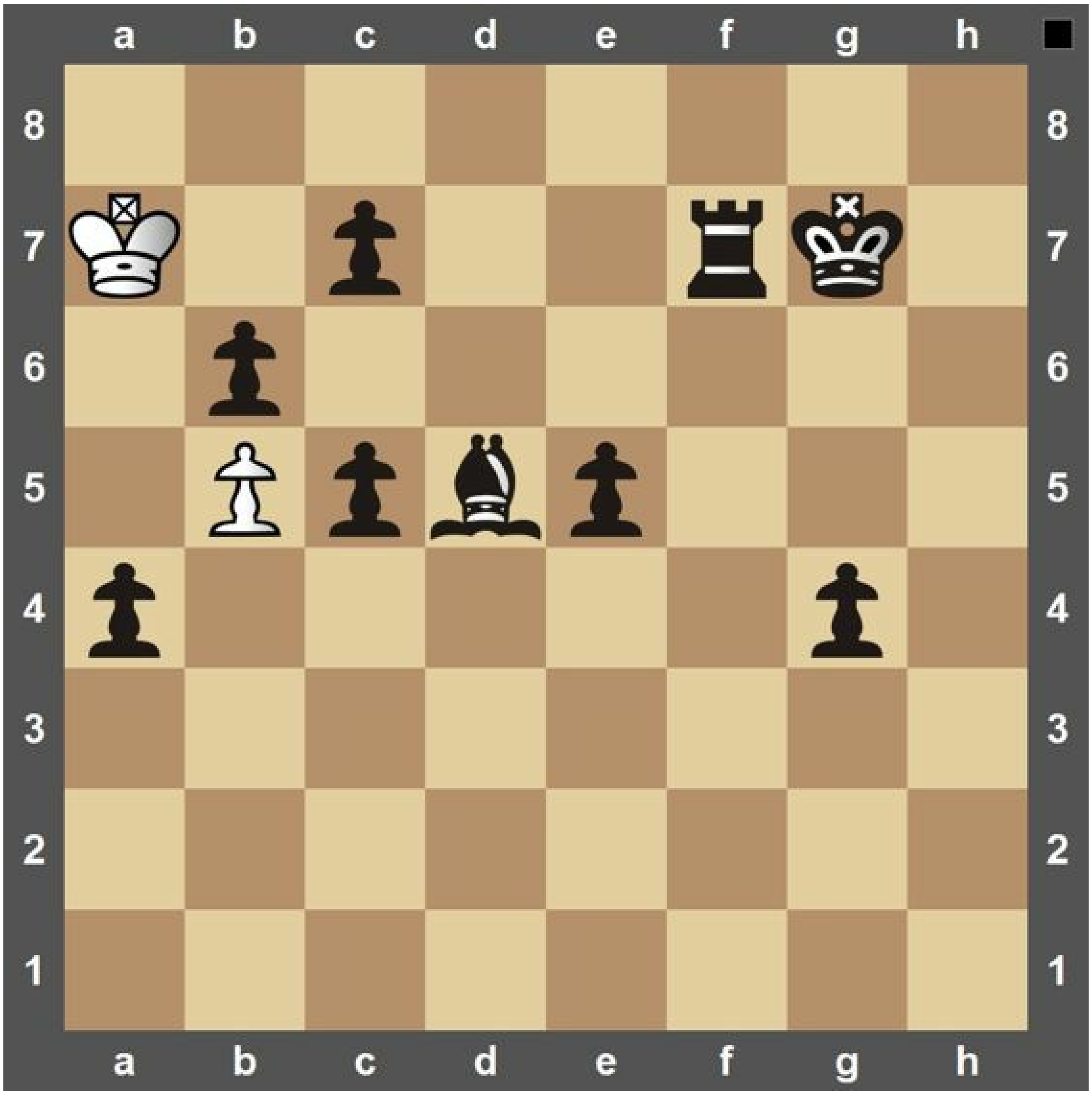
79: **1...Qh5+ 2.Kf4** Qf5#



79: **1...Qh5+ 2.Kf4 Qf5#**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80: Black to move.

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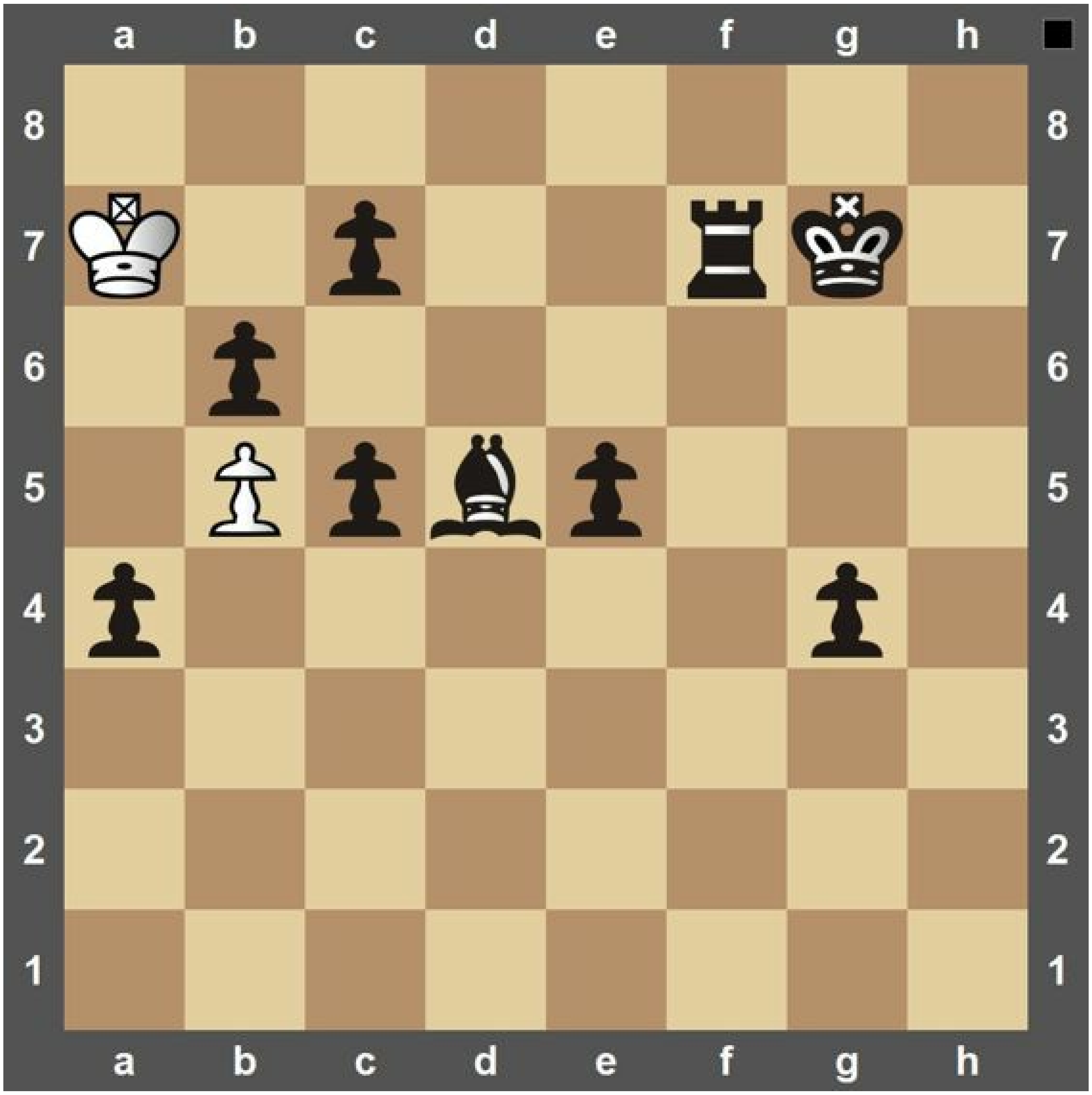

80: 1...Rf8 2.Ka6 Ra8#

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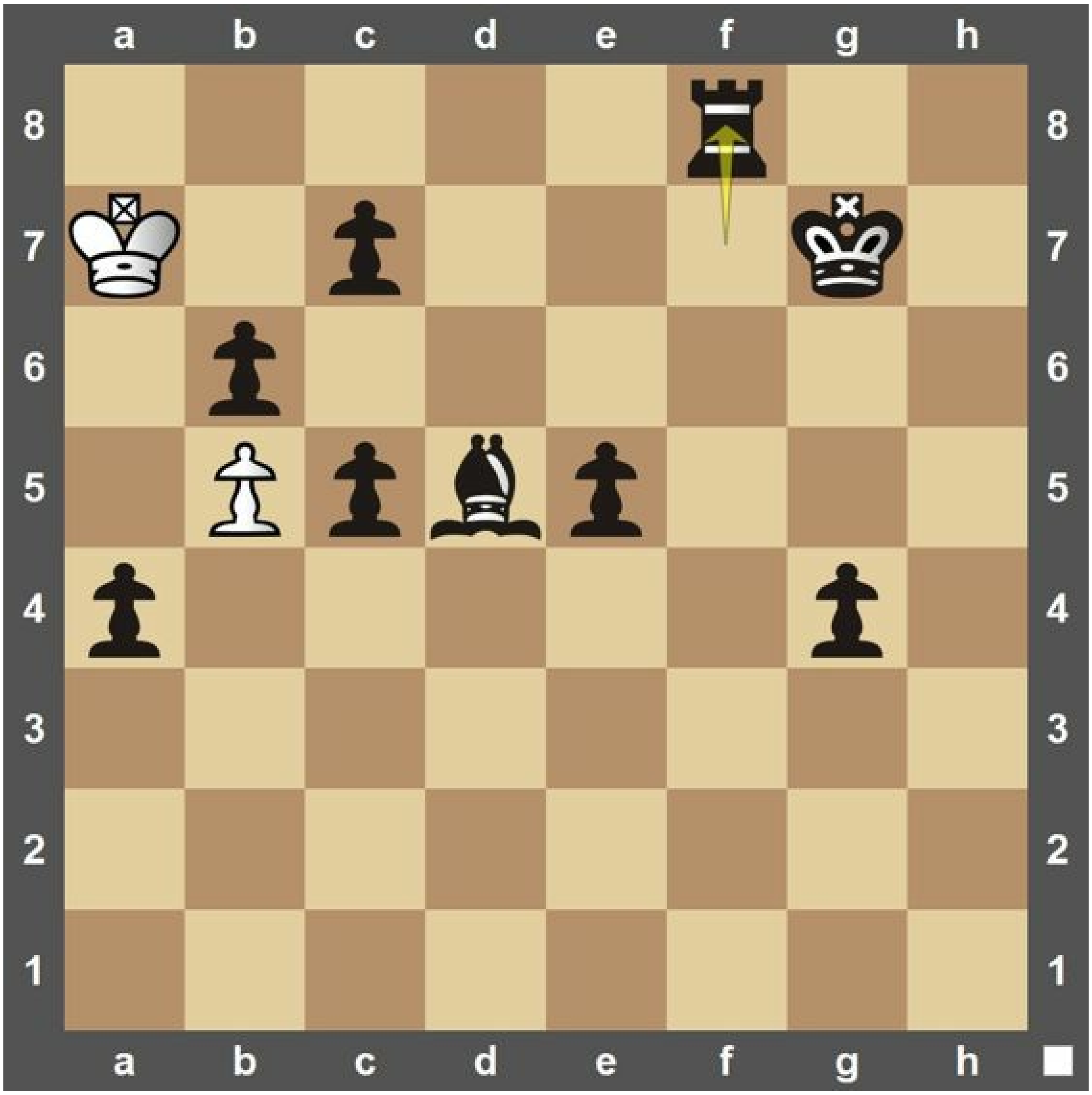
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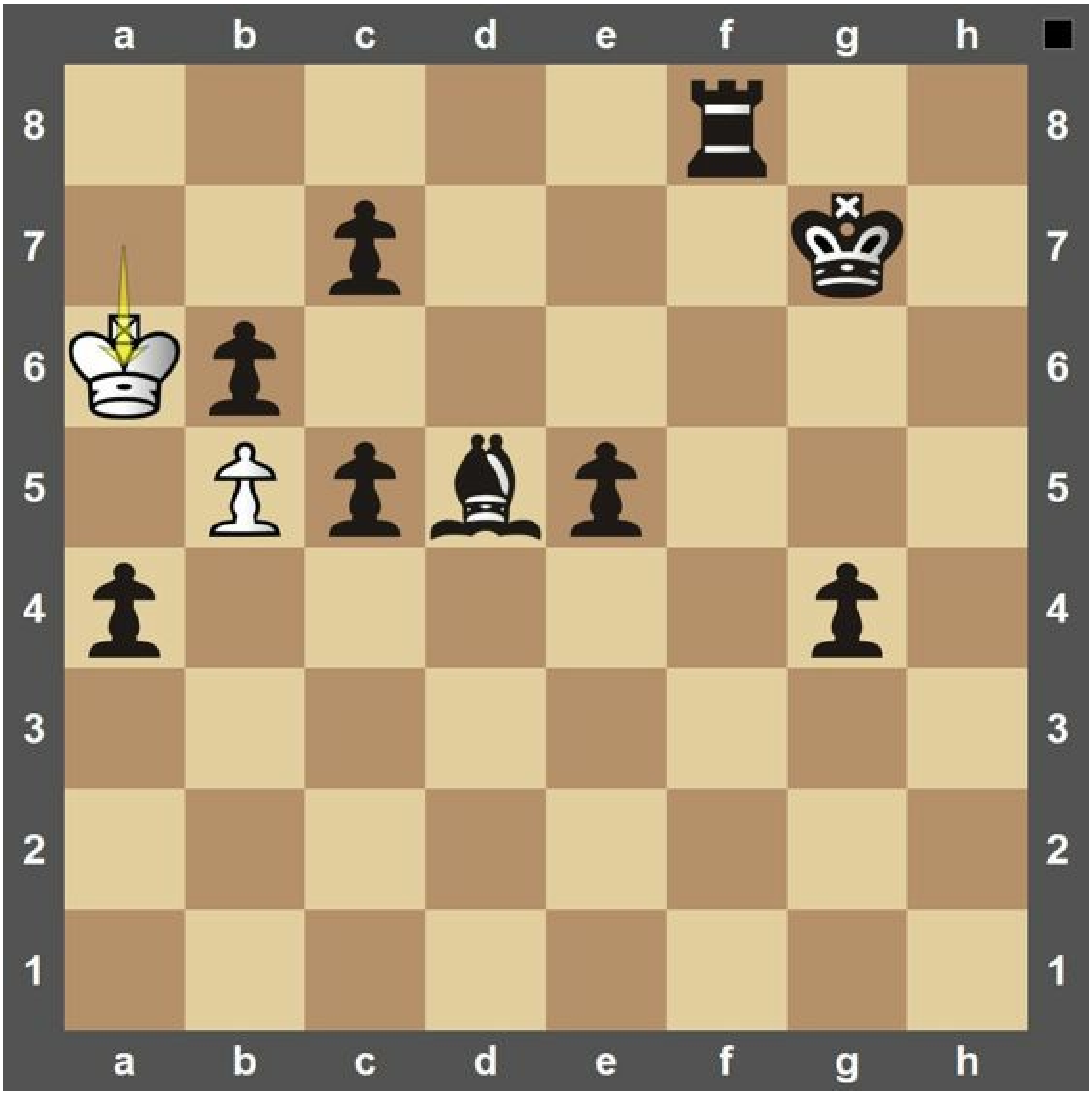
80: **1...Rf8** 2.Ka6 Ra8#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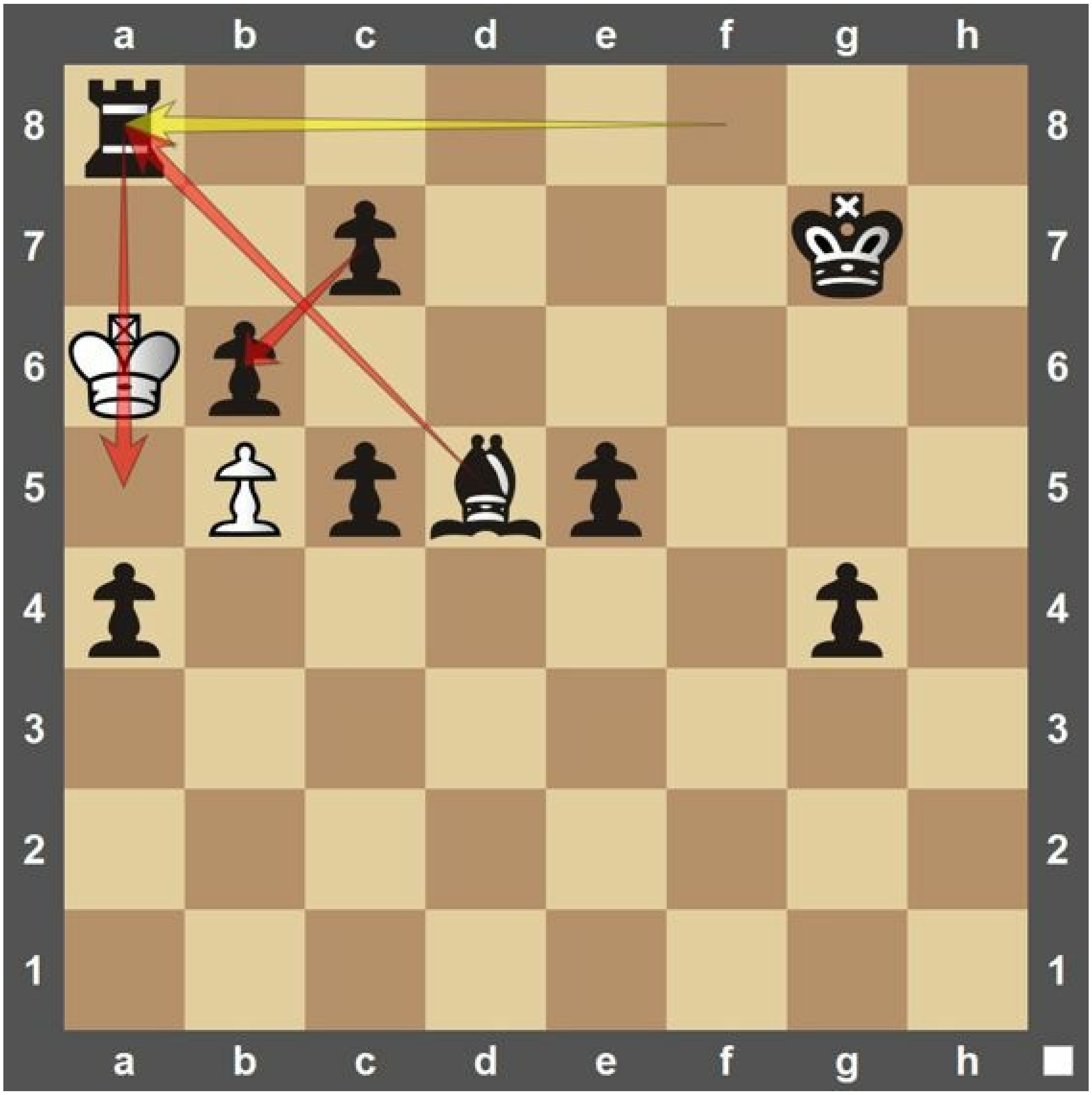
80: **1...Rf8 2.Ka6** Ra8#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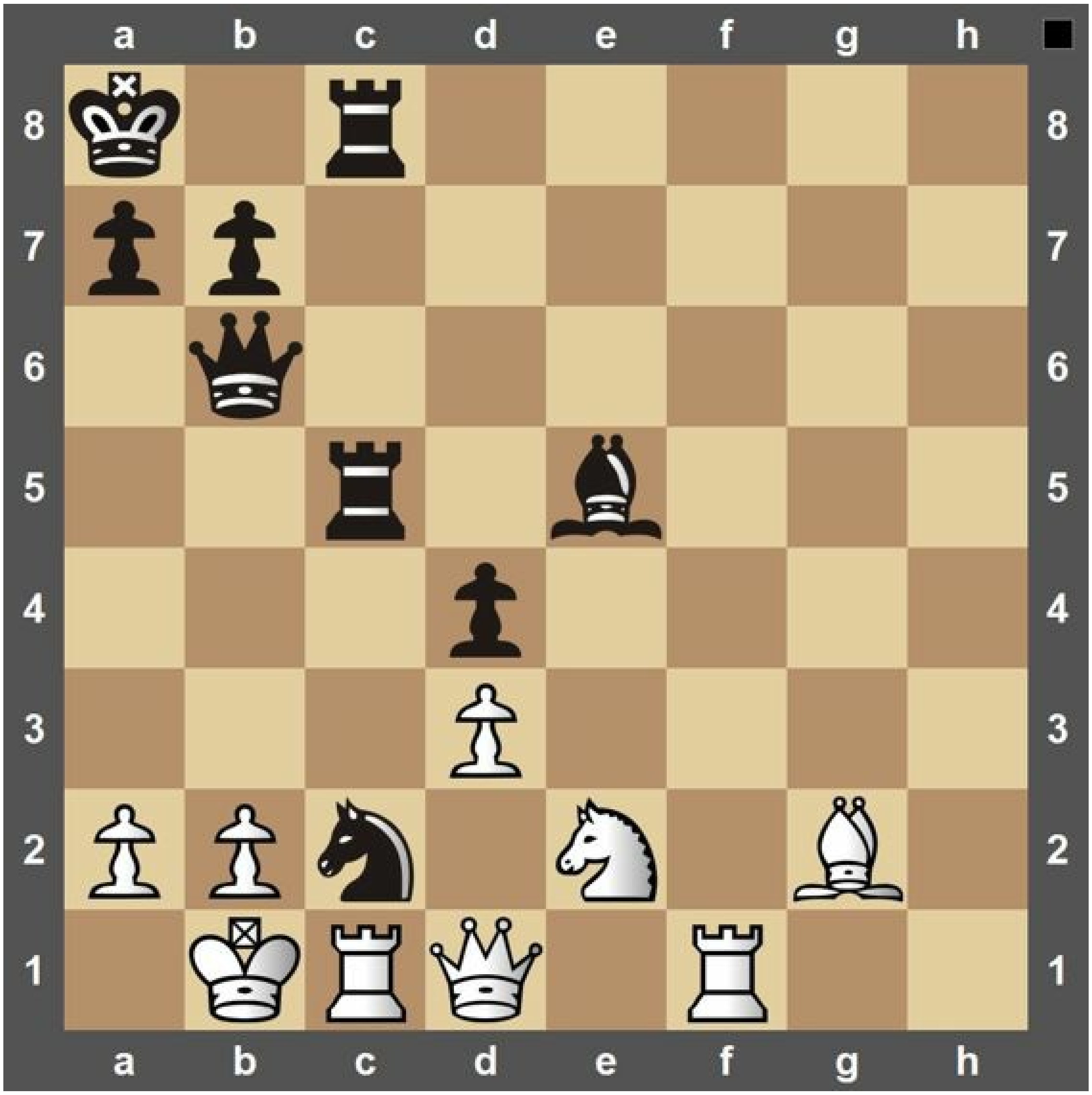
80: **1...Rf8 2.Ka6 Ra8#**



81: Black to move.

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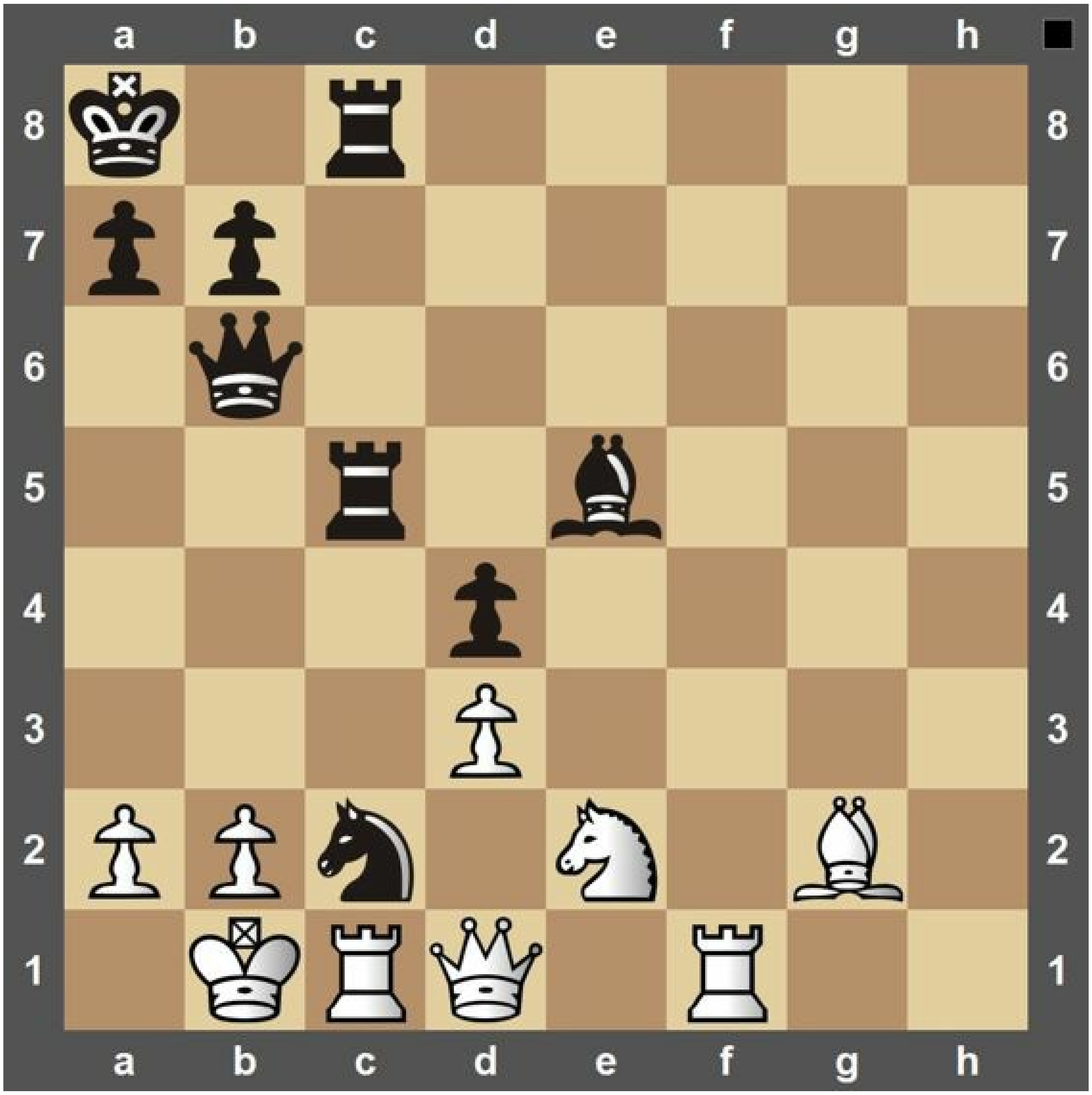

81: 1...Qxb2+ 2.Kxb2 Rb5#

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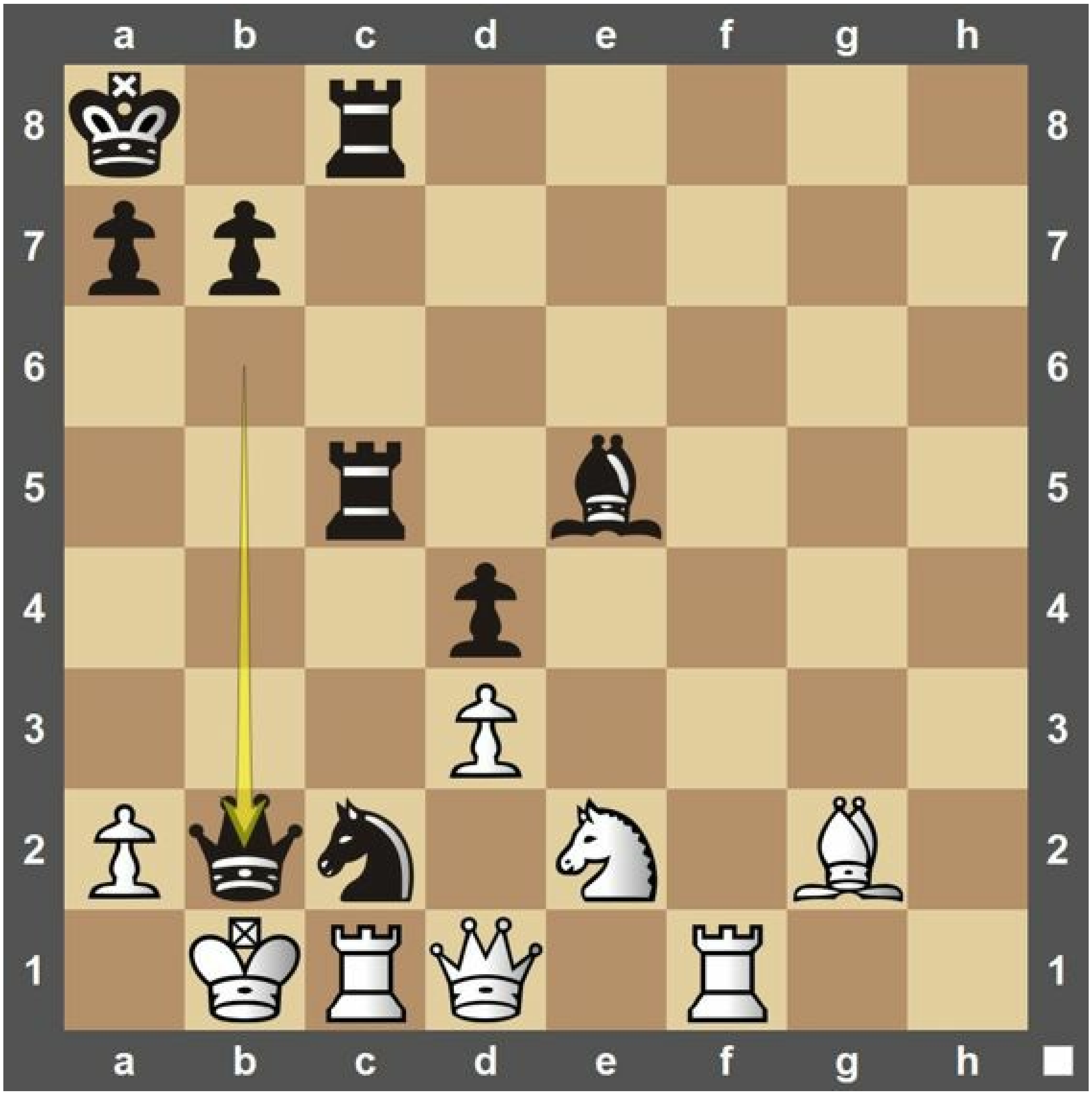
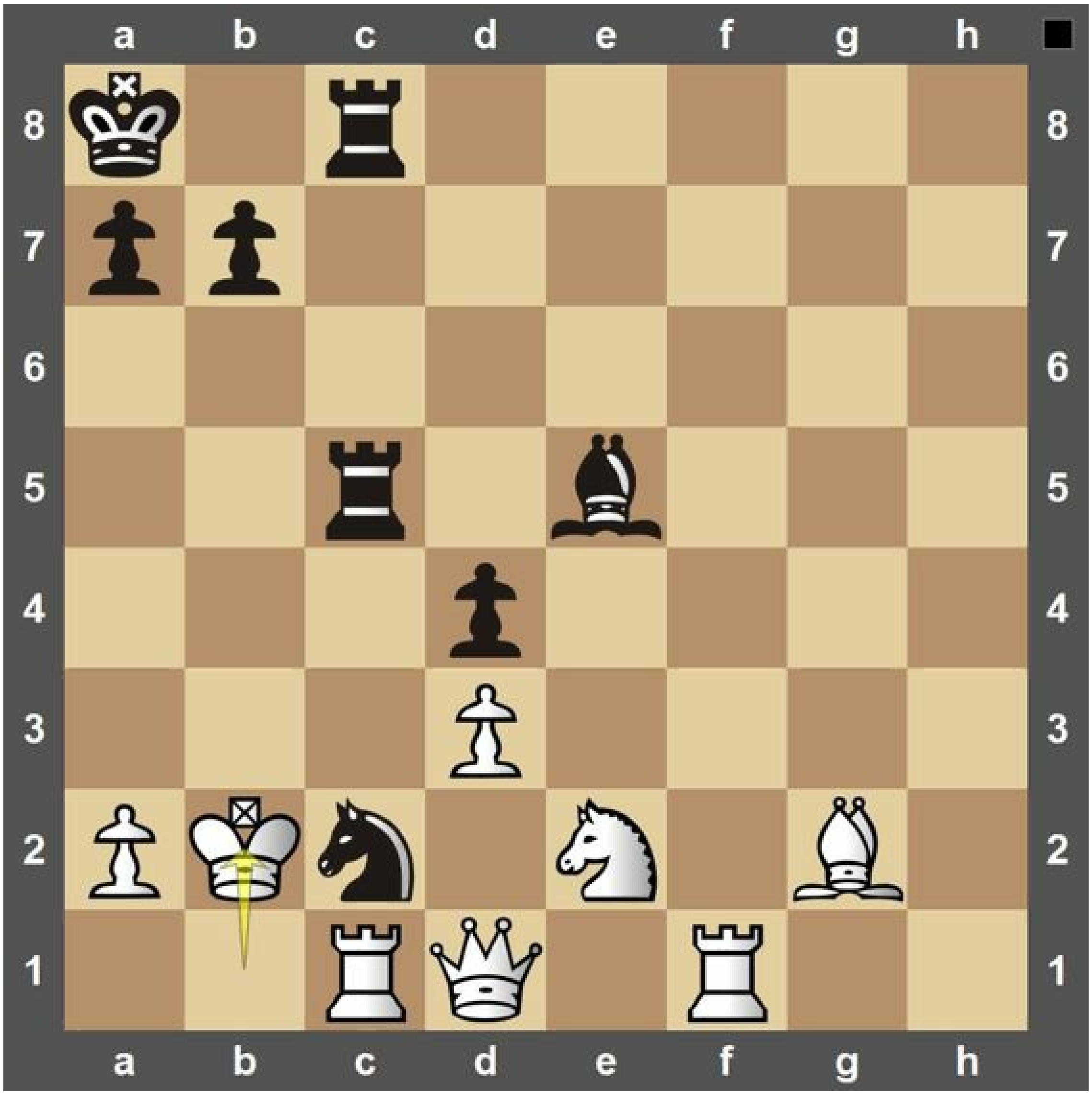
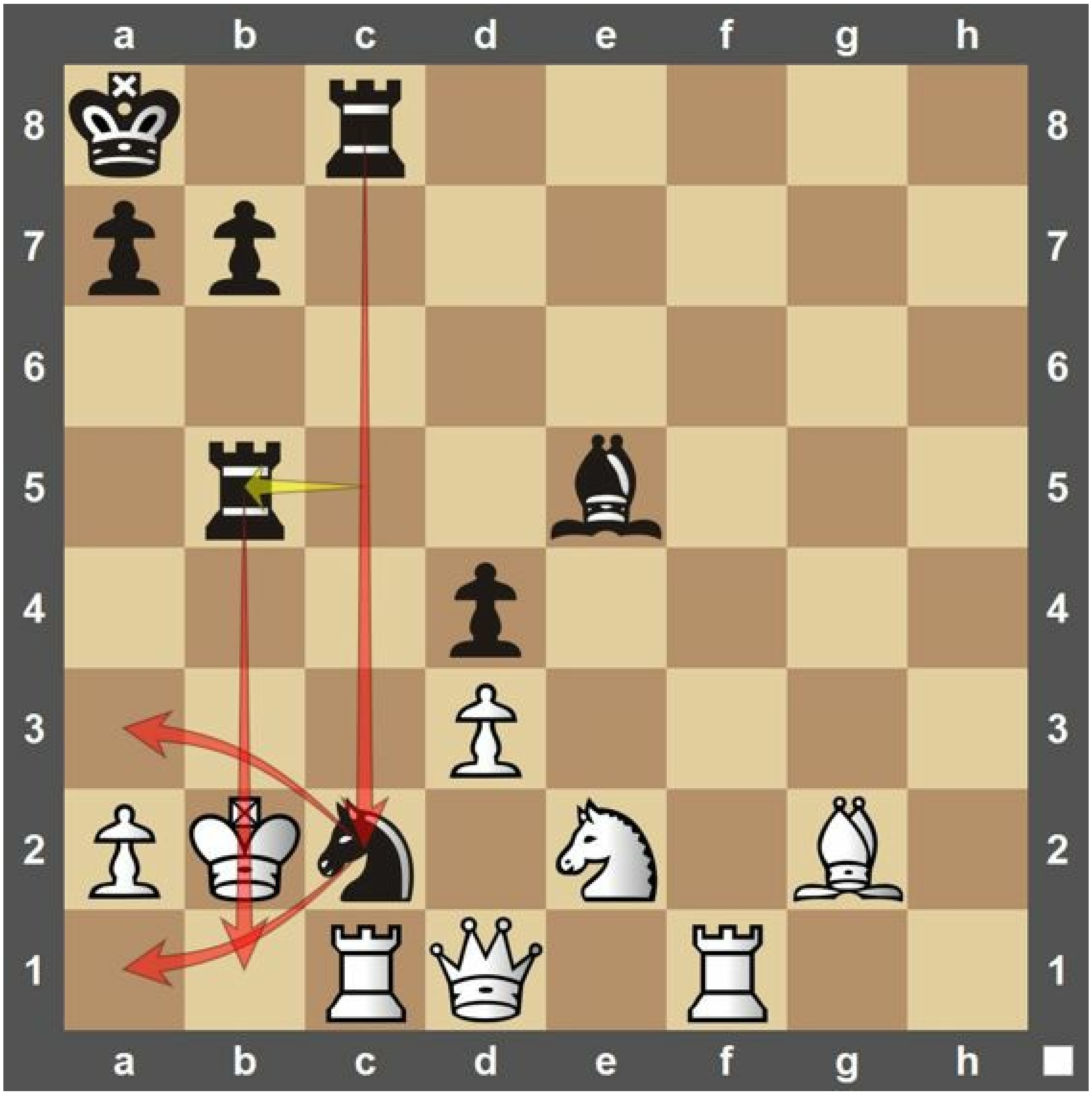


81: **1...Qxb2+** 2.Kxb2 Rb5#



81: **1...Qxb2+ 2.Kxb2** Rb5#


a b c d e f g h
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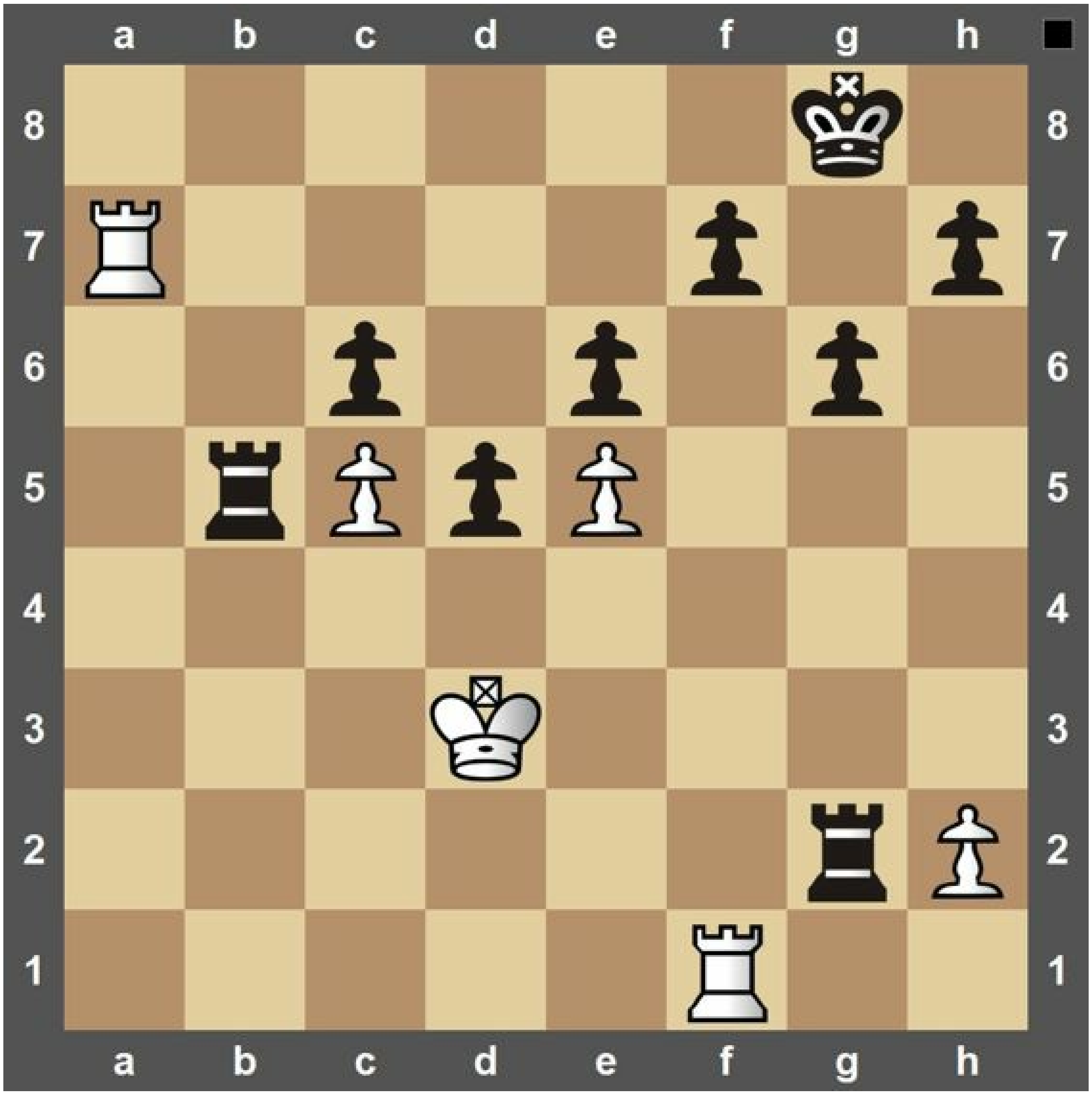
81: **1...Qxb2+ 2.Kxb2 Rb5#**



82: Black to move.

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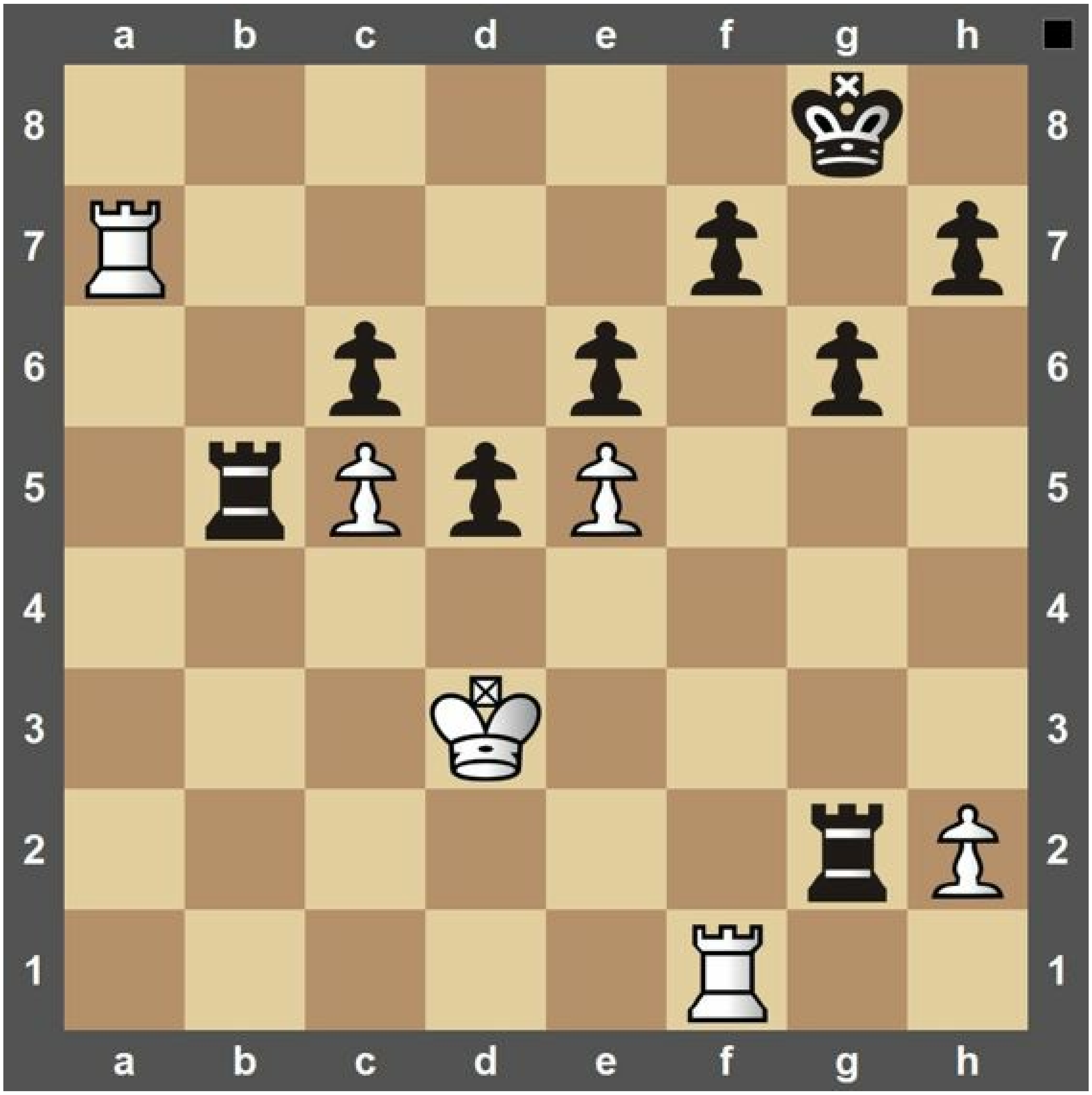
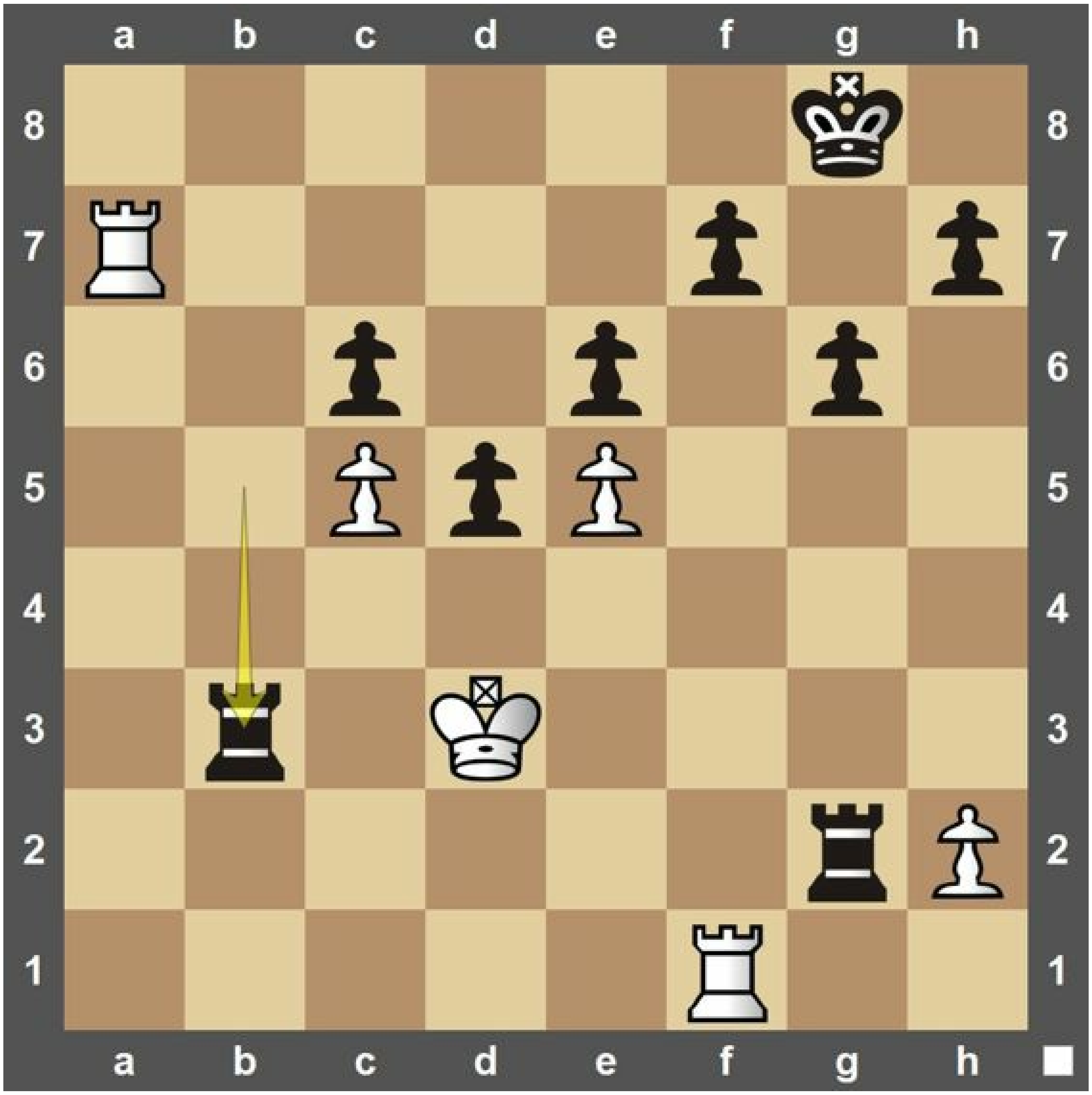
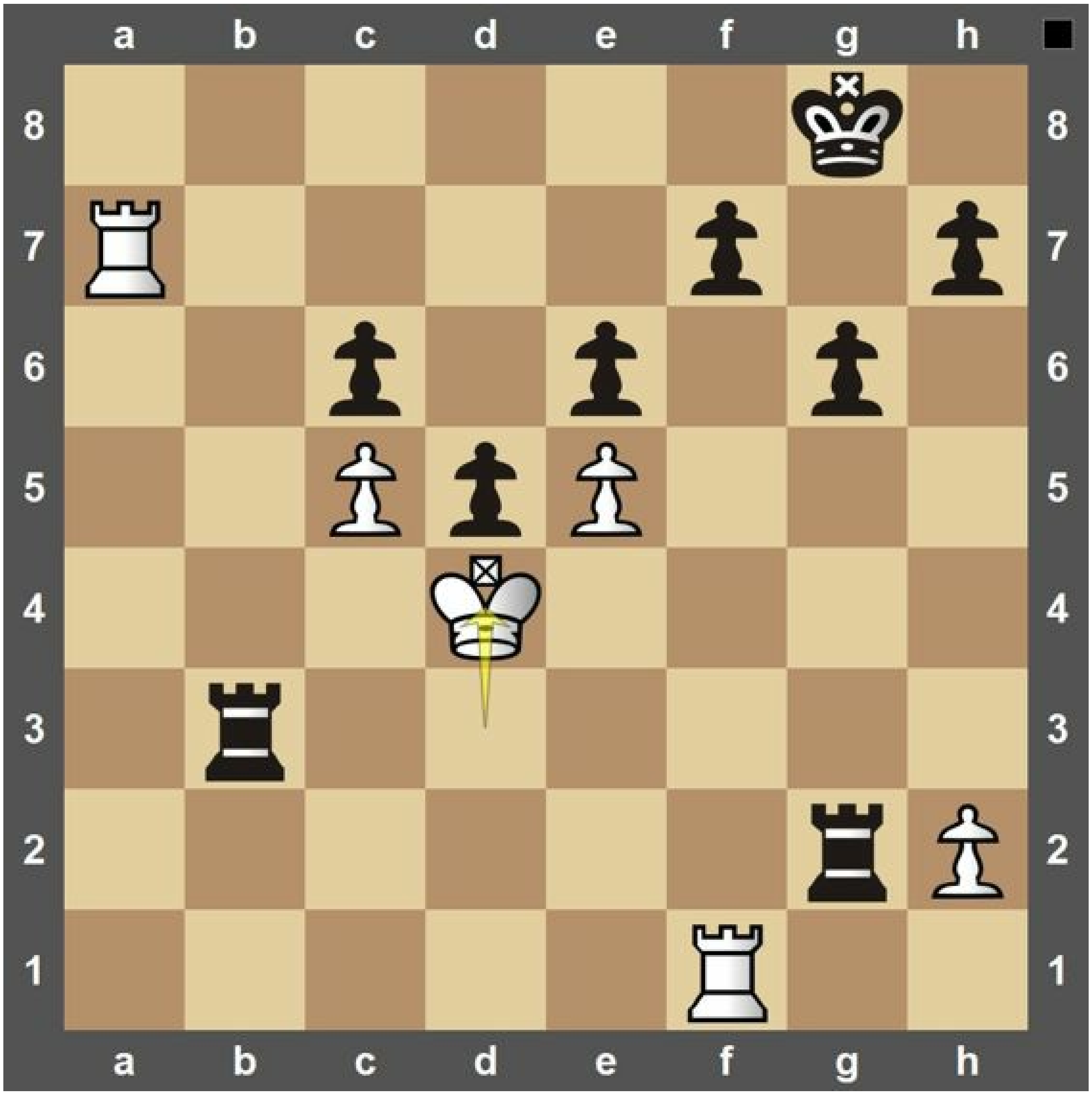


82: 1...Rb3+ 2.Kd4 Rd2#

[Back] [Next]



82: **1...Rb3+** 2.Kd4 Rd2#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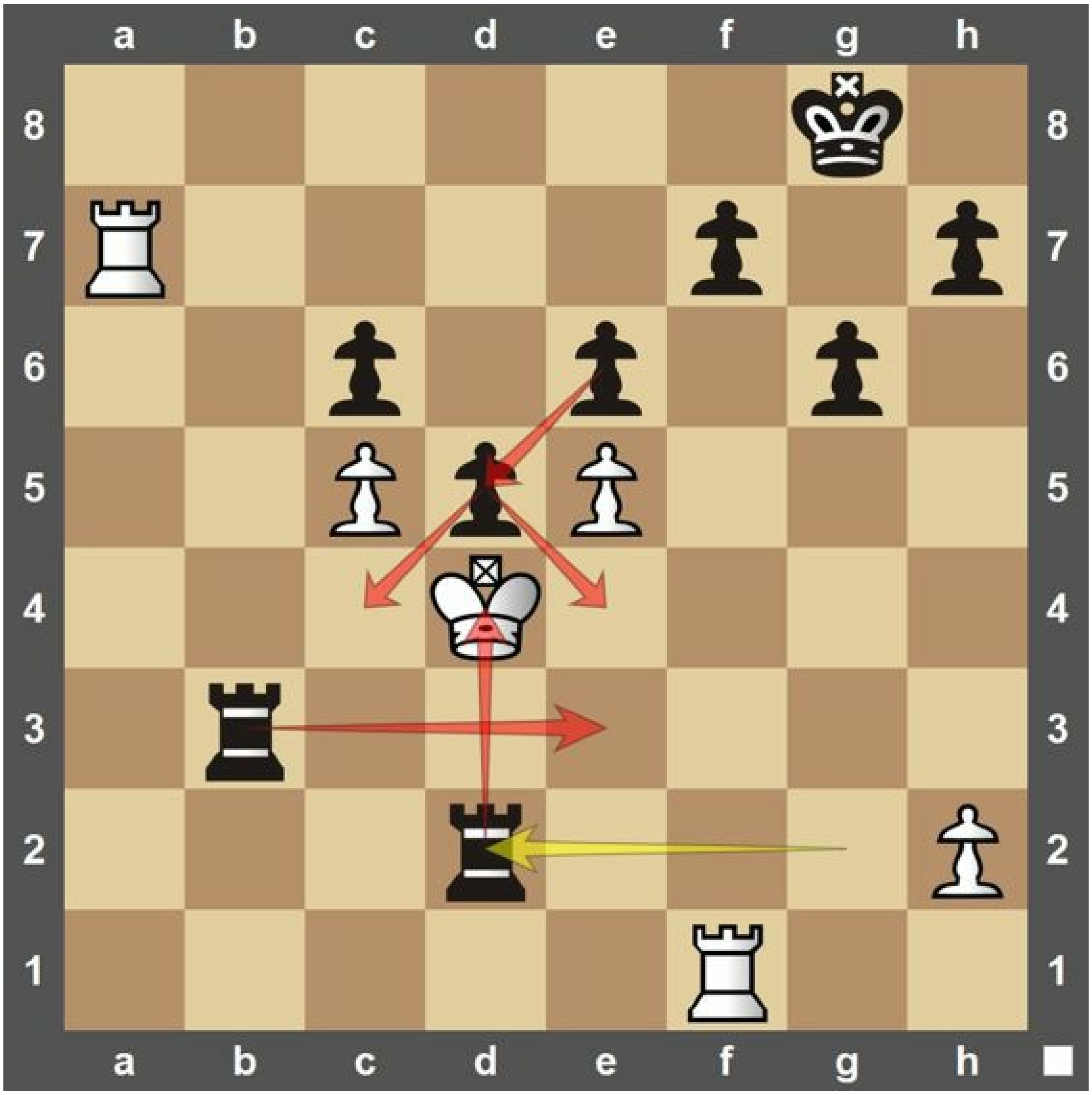
82: **1...Rb3+ 2.Kd4** Rd2#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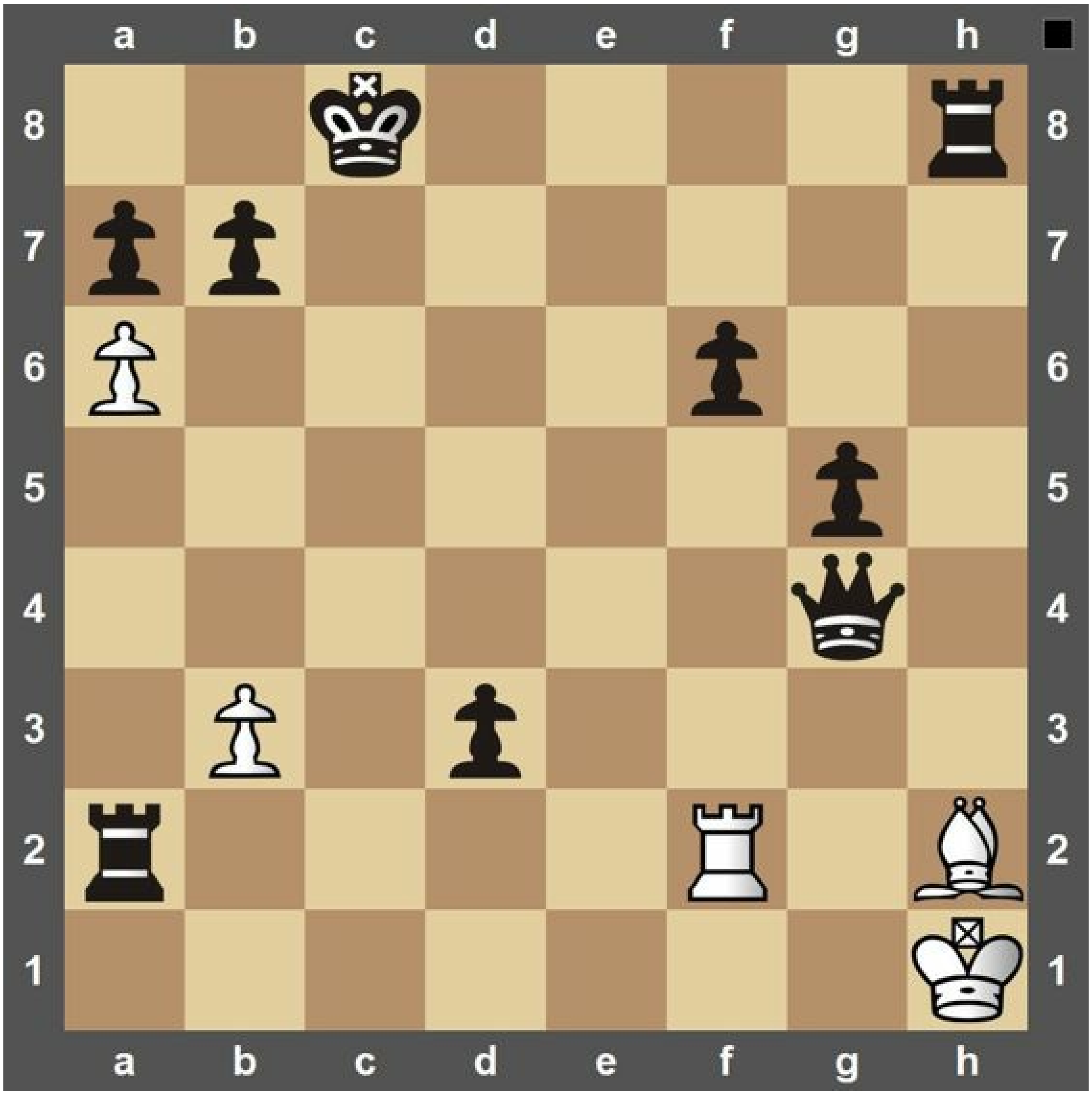
82: **1...Rb3+ 2.Kd4 Rd2#**



83: Black to move.

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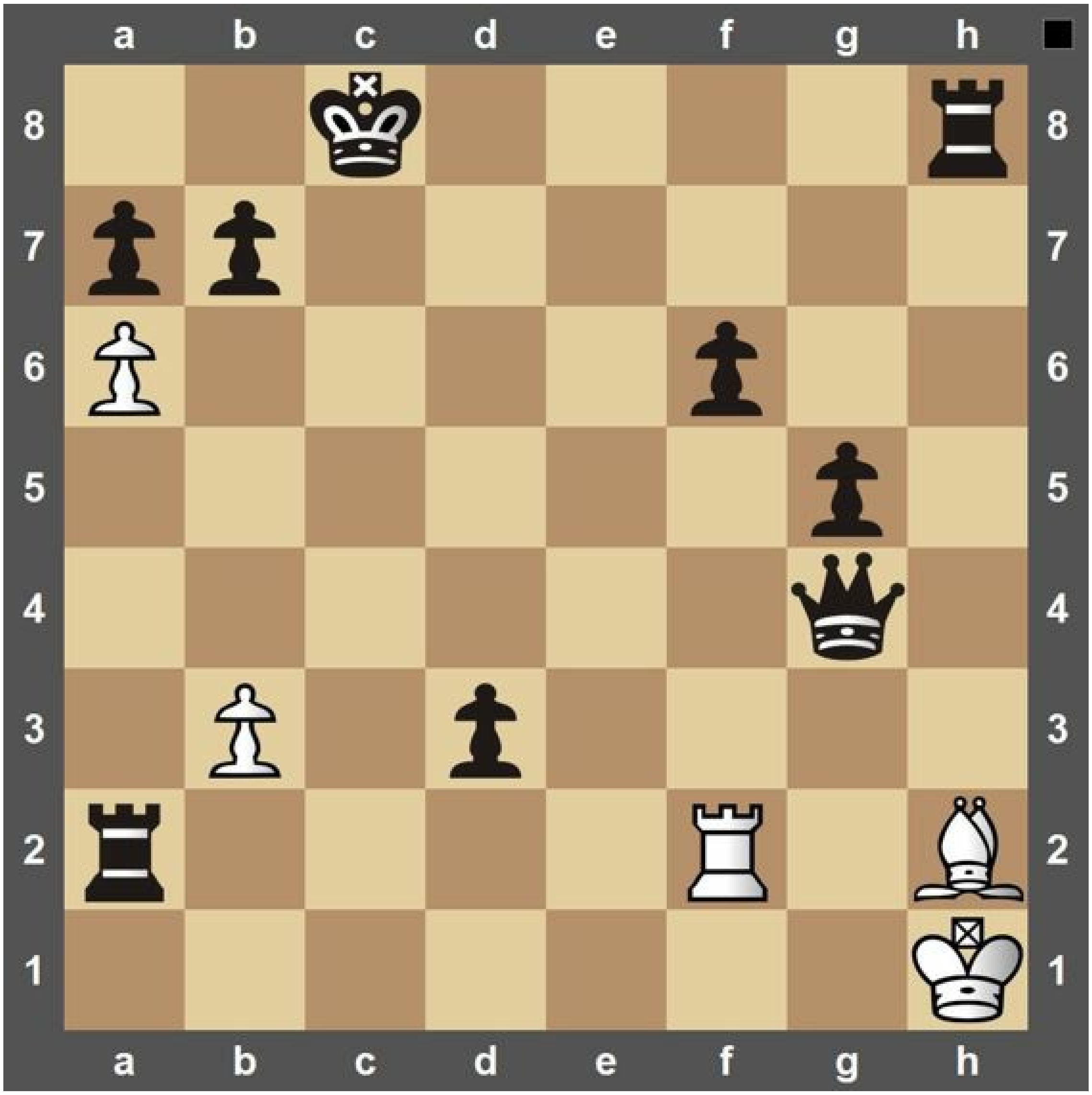
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83: 1...Ra1+ 2.Rf1 Rxf1#

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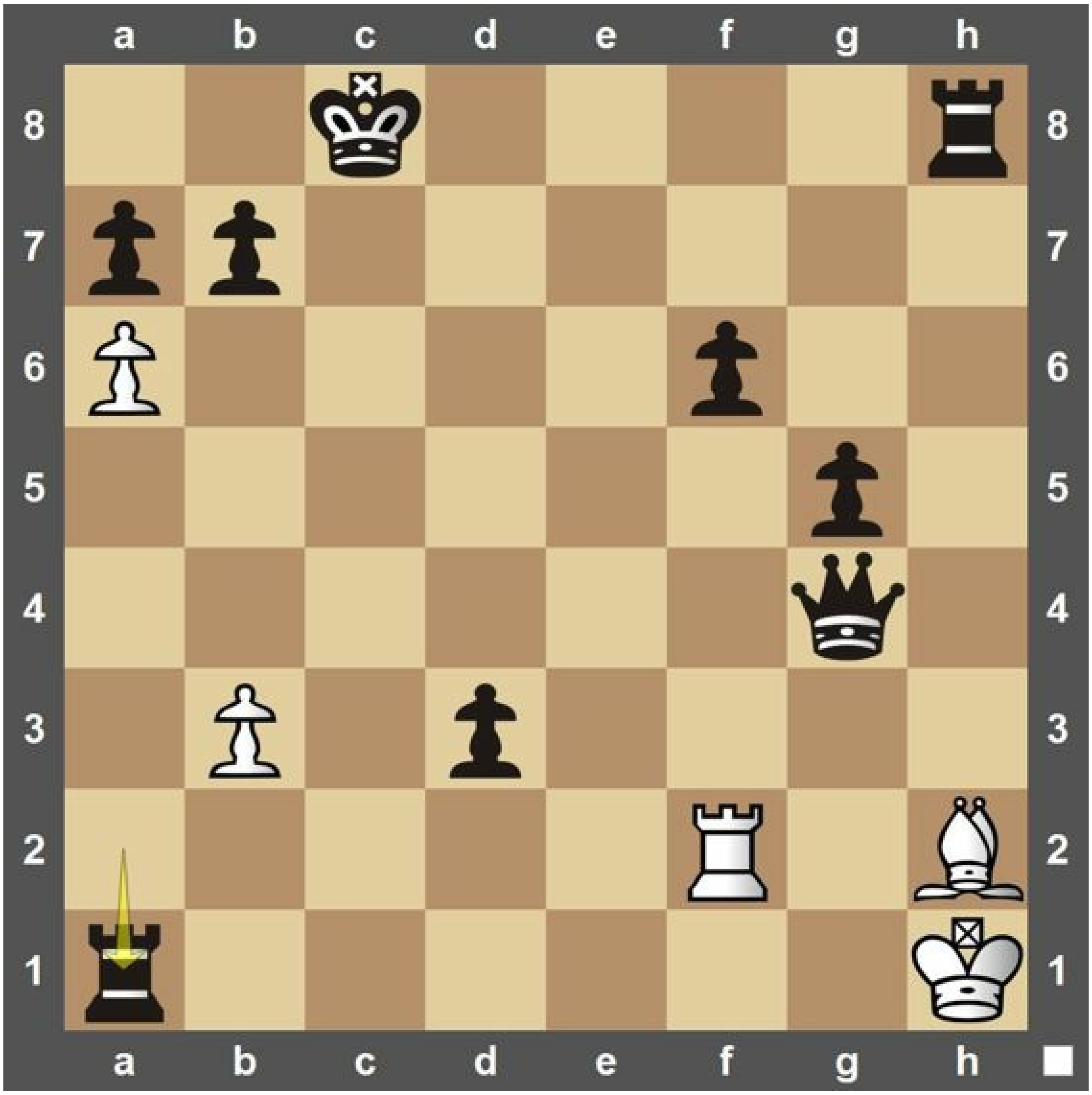
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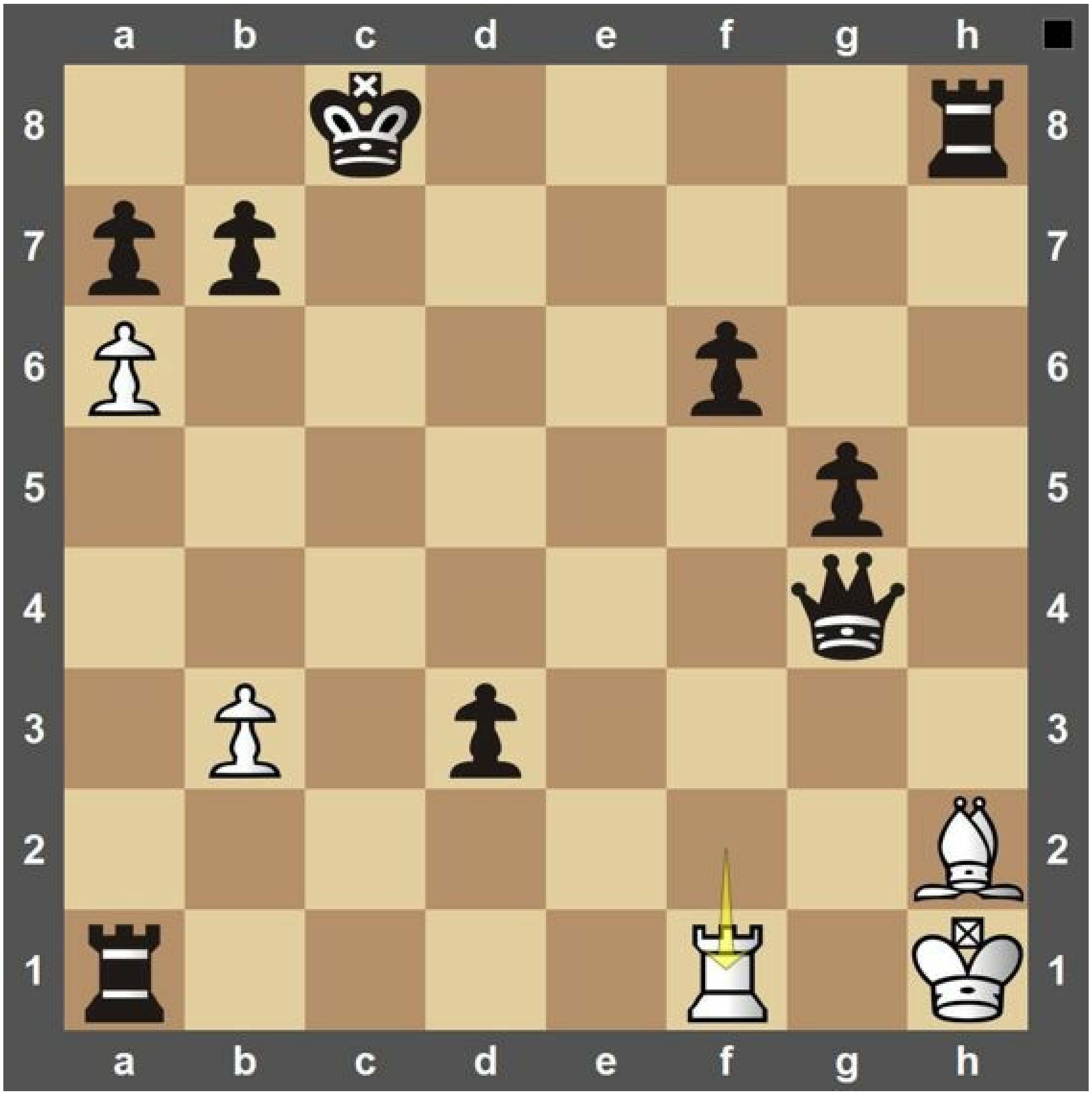
83: **1...Ra1+** 2.Rf1 Rxf1#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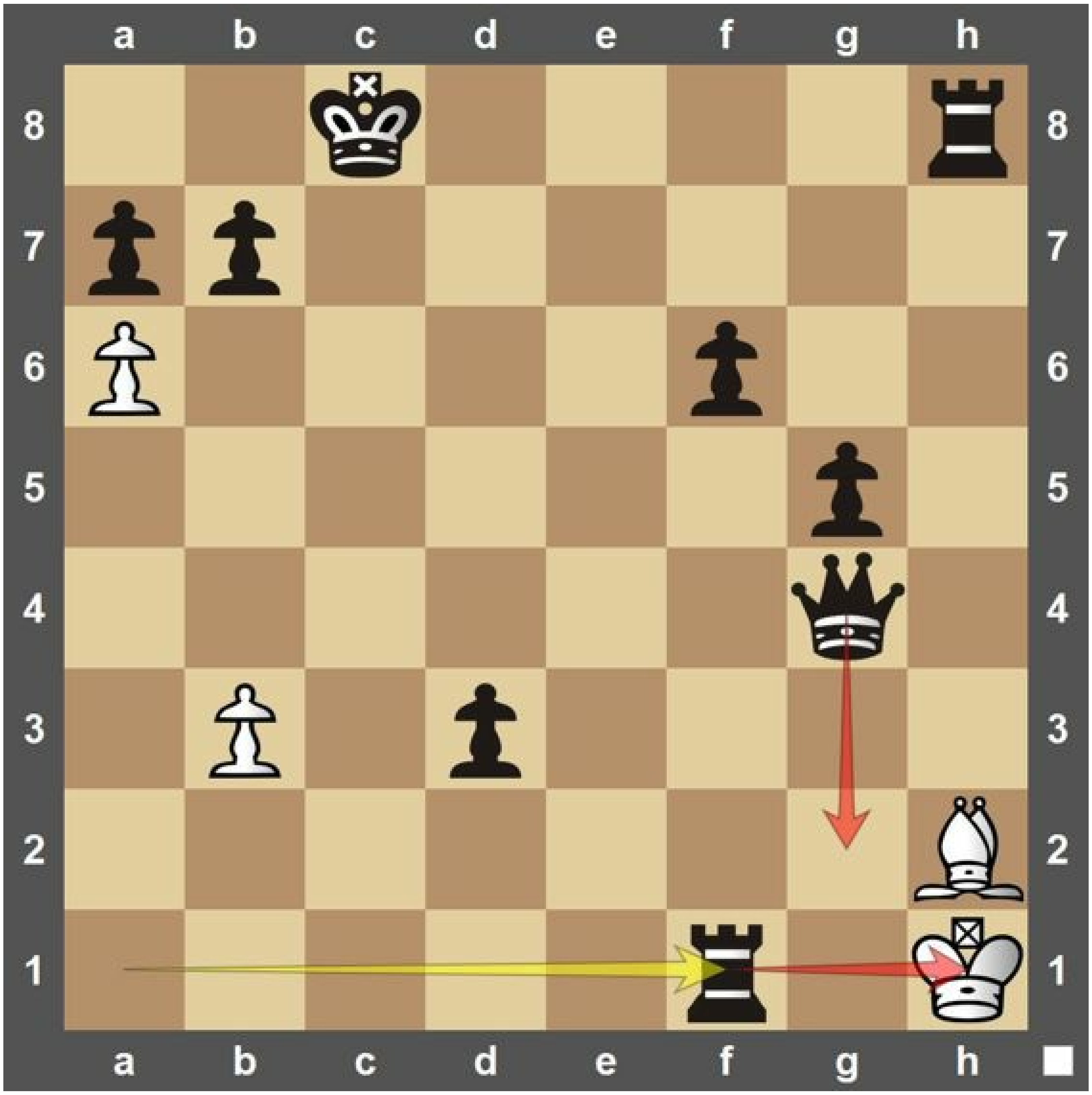
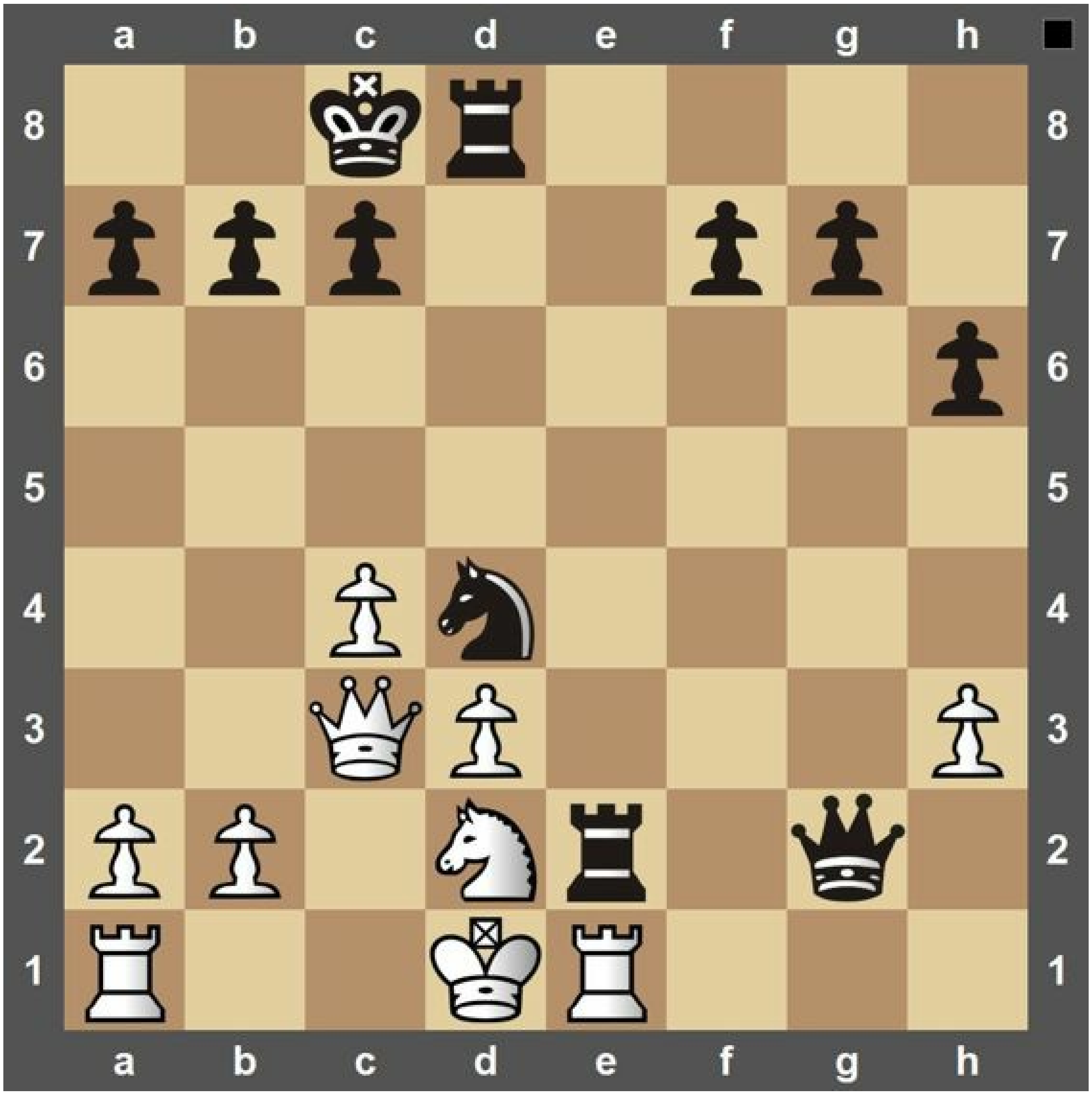
83: **1...Ra1+ 2.Rf1** Rxf1#



83: **1...Ra1+ 2.Rf1 Rxf1#**



84: Black to move.

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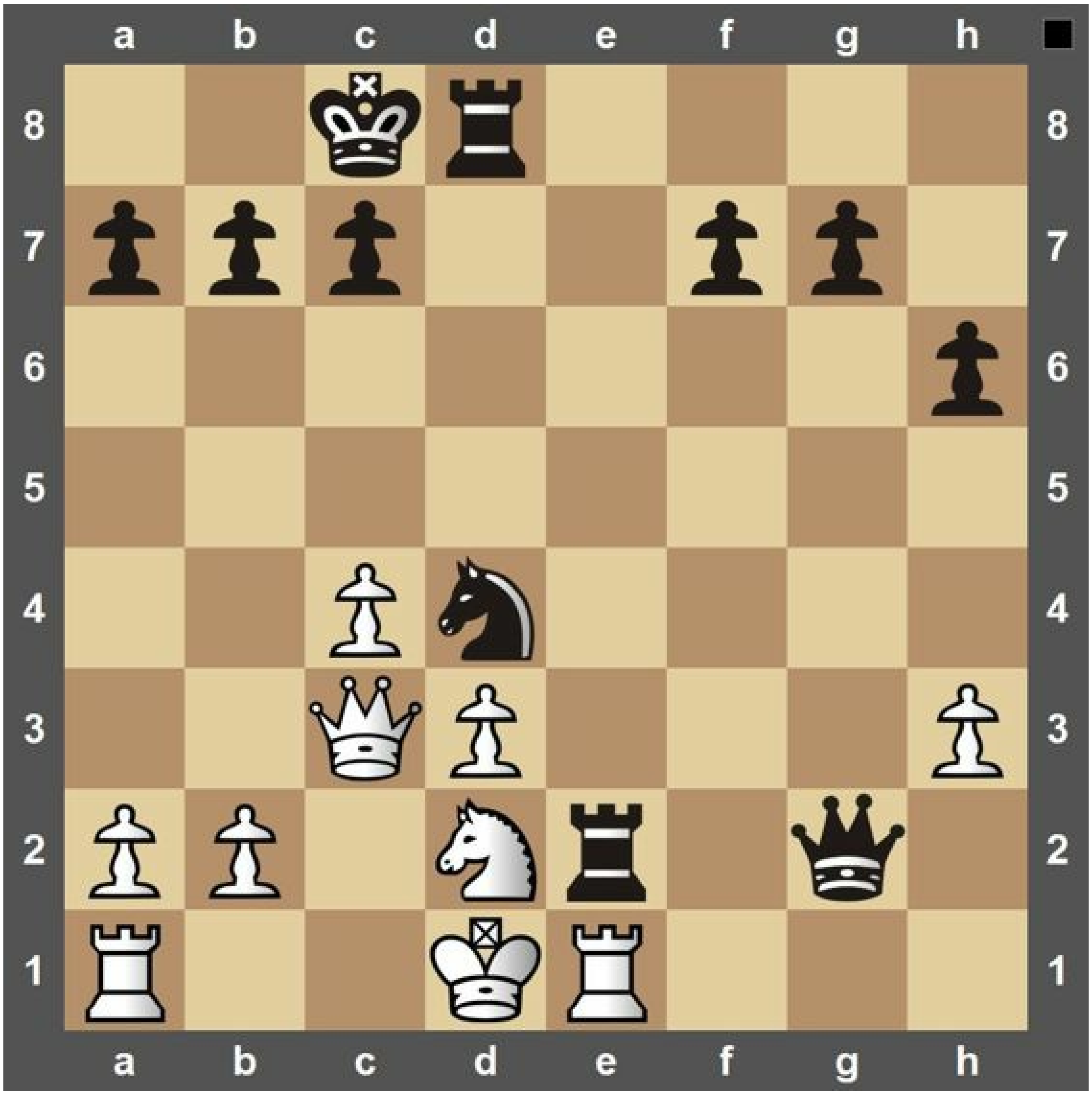
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84: 1...Rxe1+ 2.Kxe1 Qe2#

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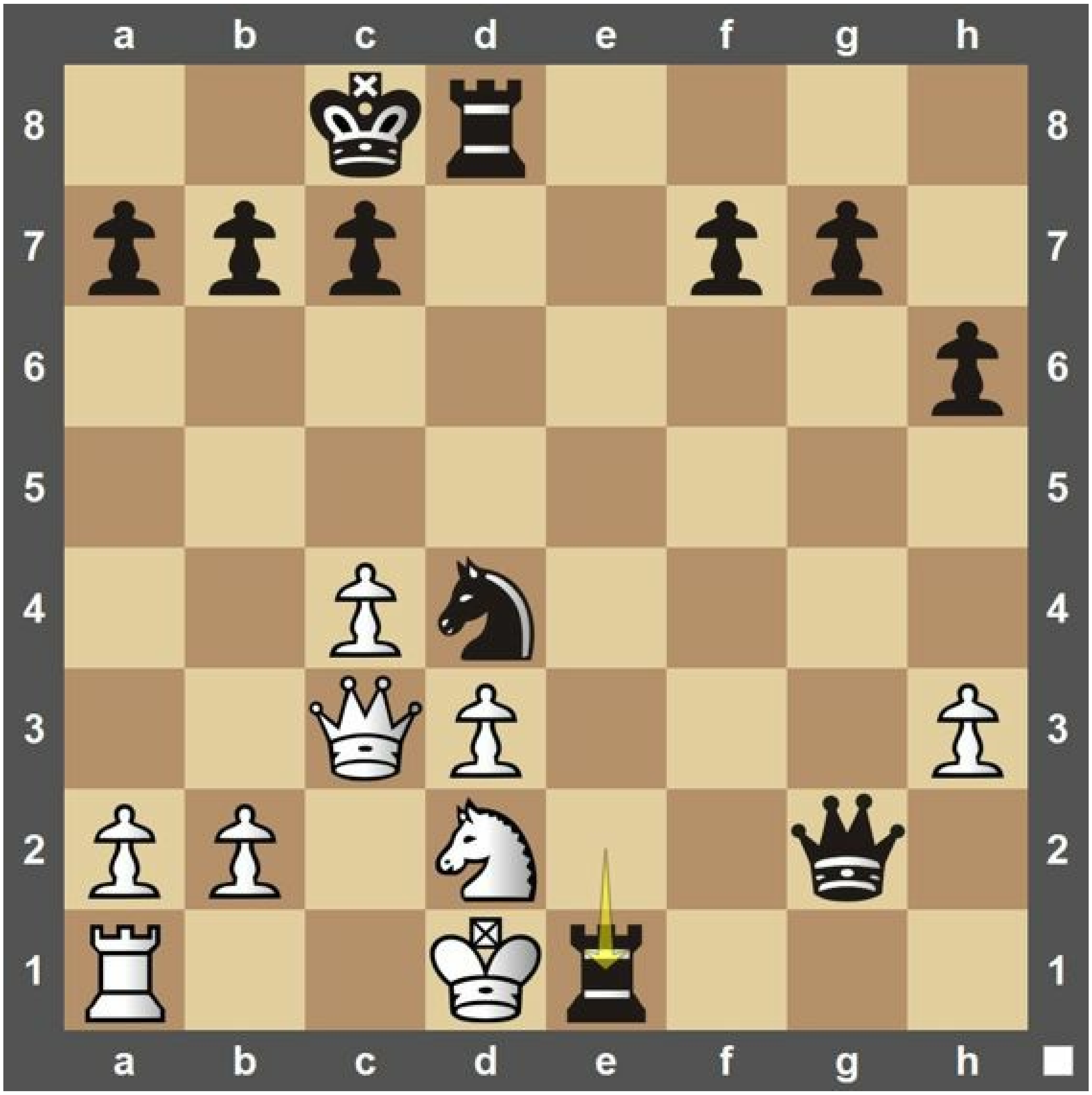
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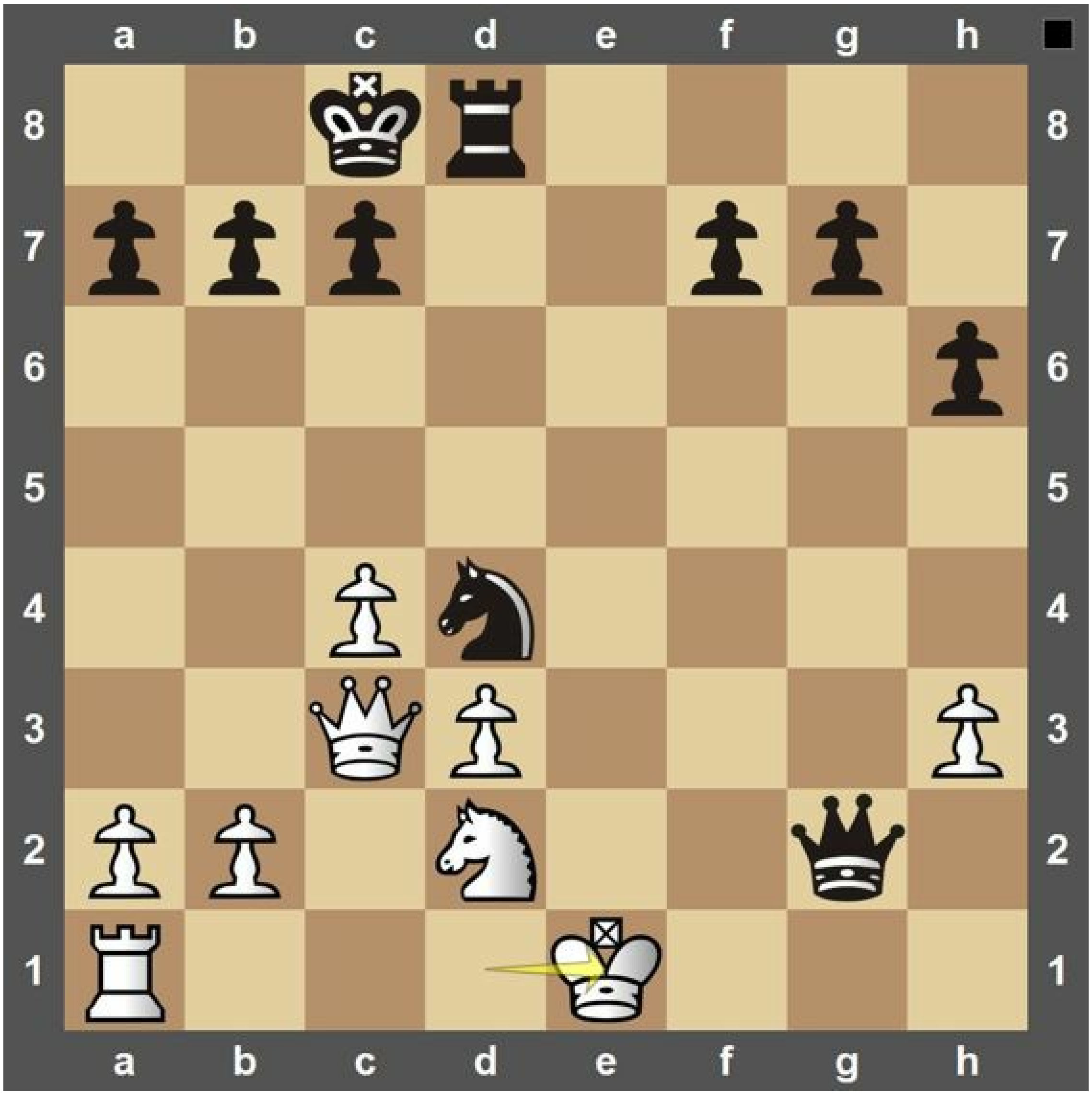
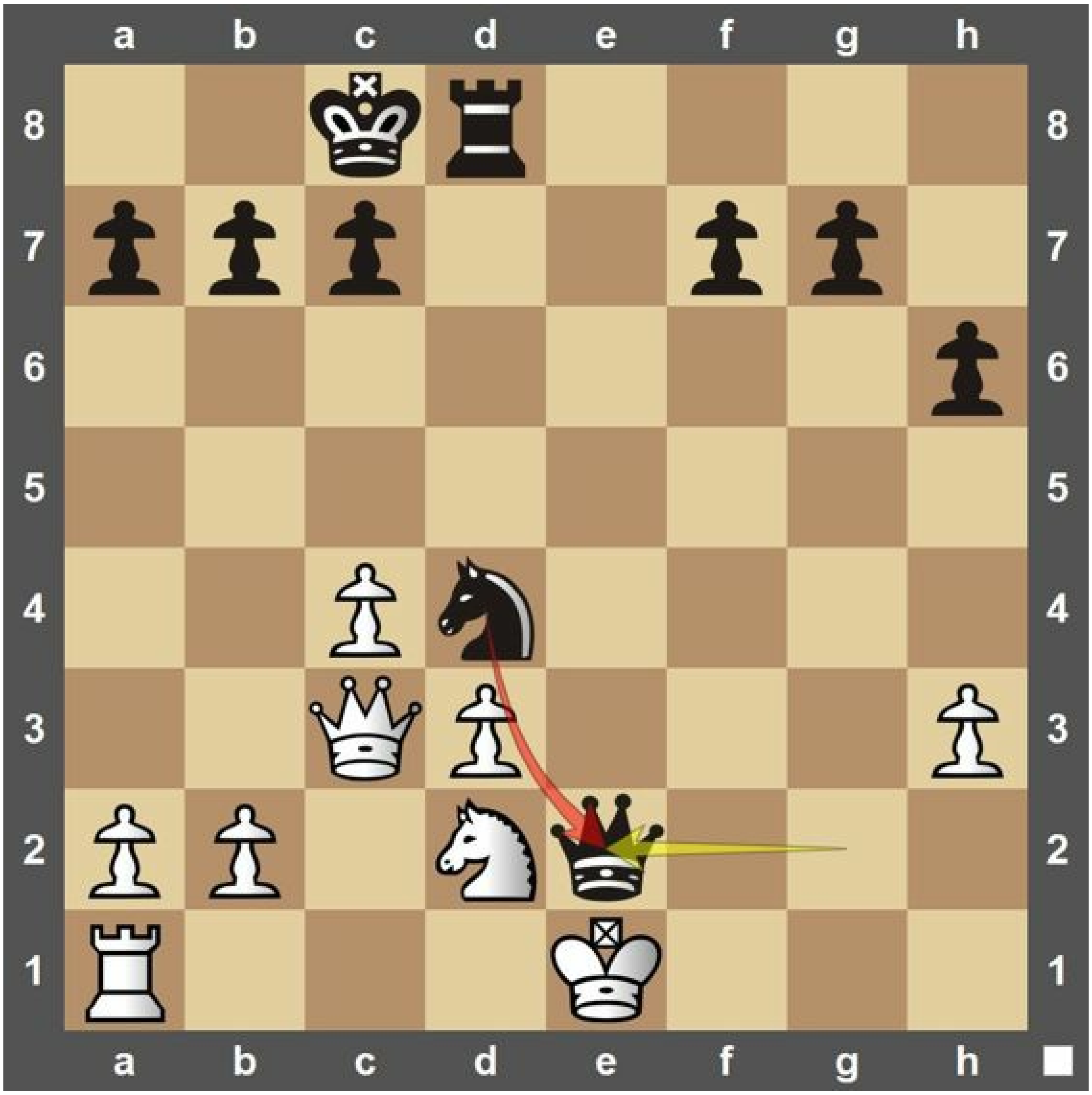
84: **1...Rxe1+** 2.Kxe1 Qe2#



84: **1...Rxe1+ 2.Kxe1** Qe2#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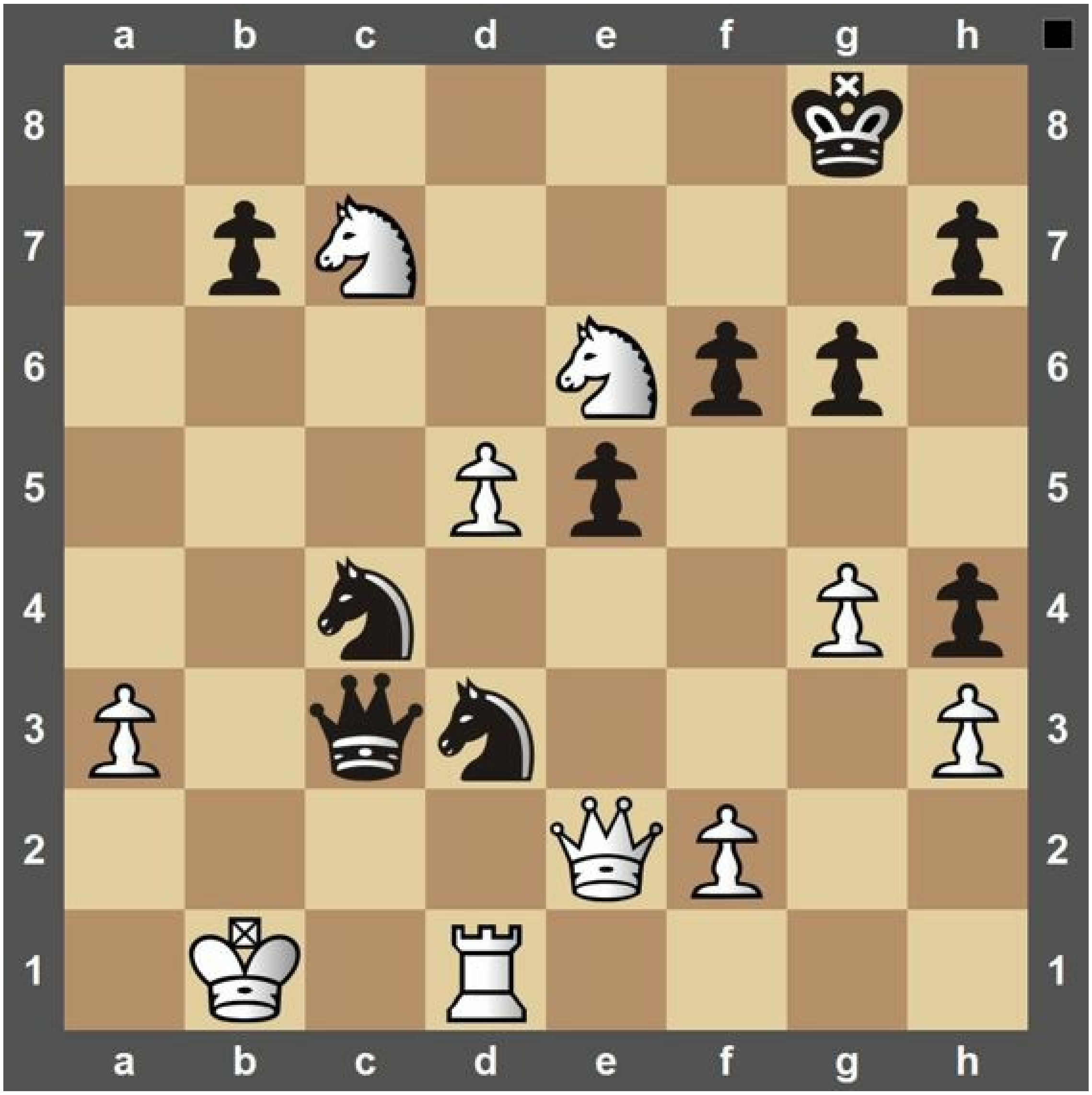
84: **1...Rxe1+ 2.Kxe1 Qe2#**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85: Black to move.

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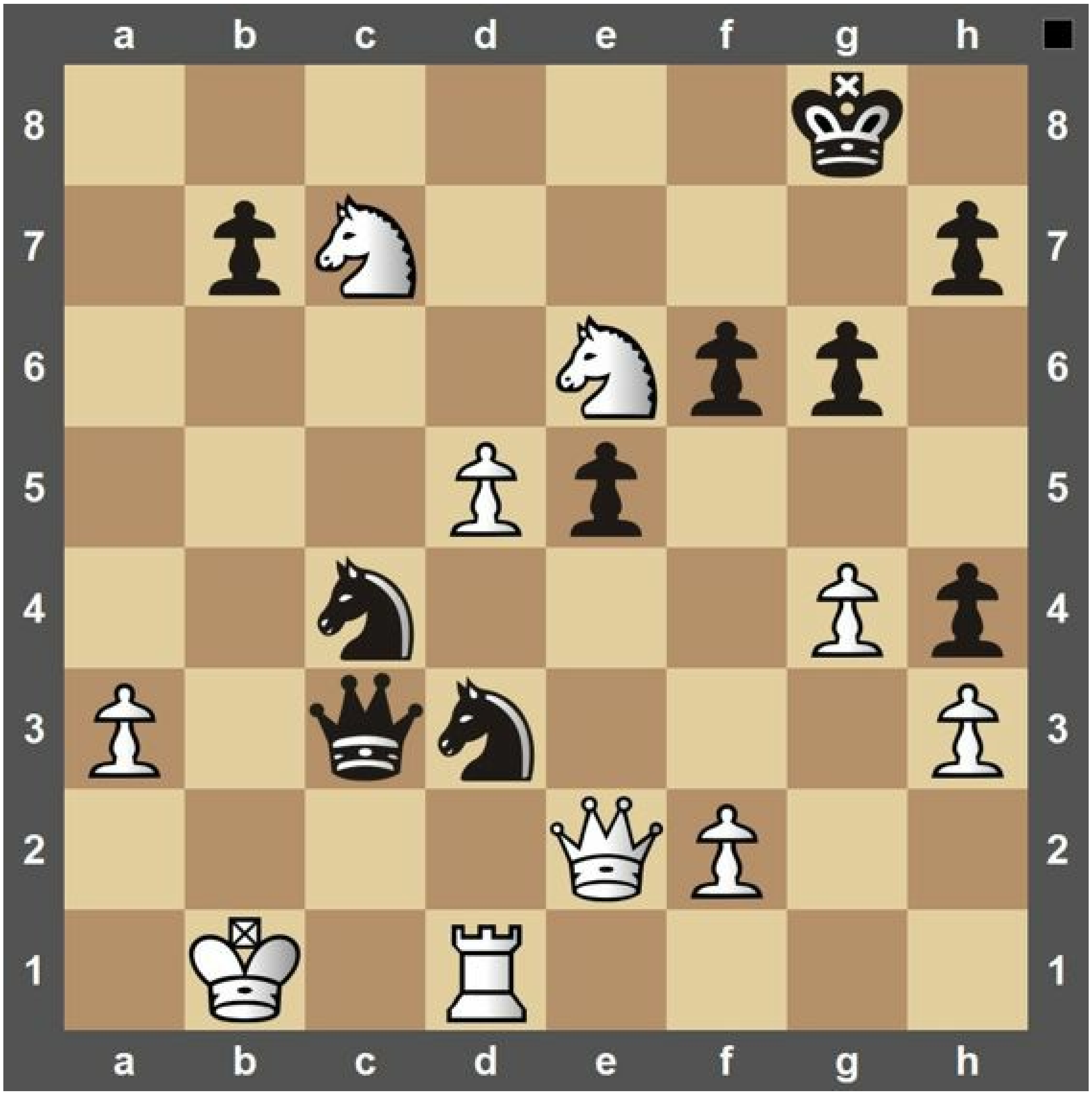
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85: 1...Nxa3+ 2.Ka2 Nb4#

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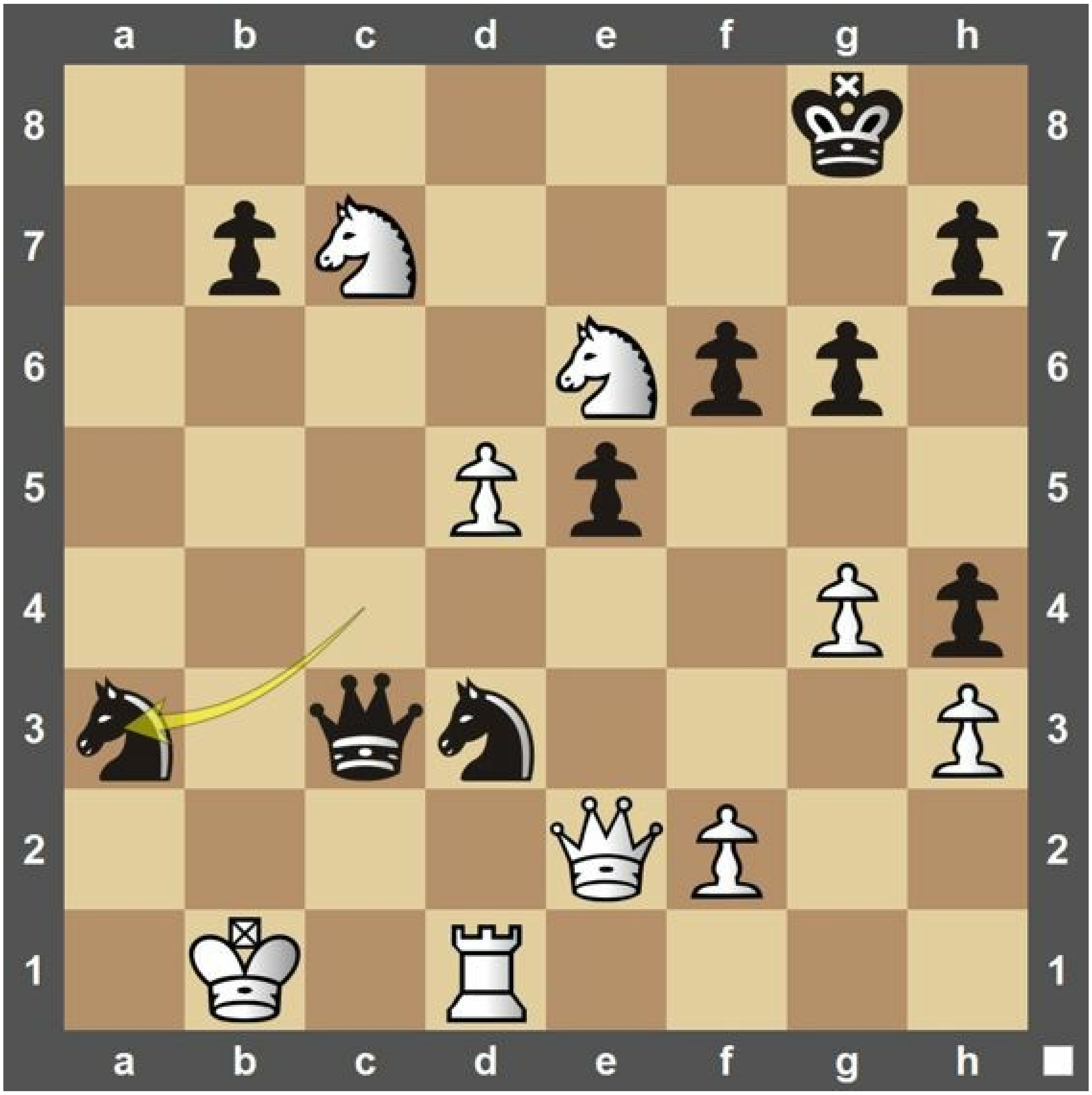
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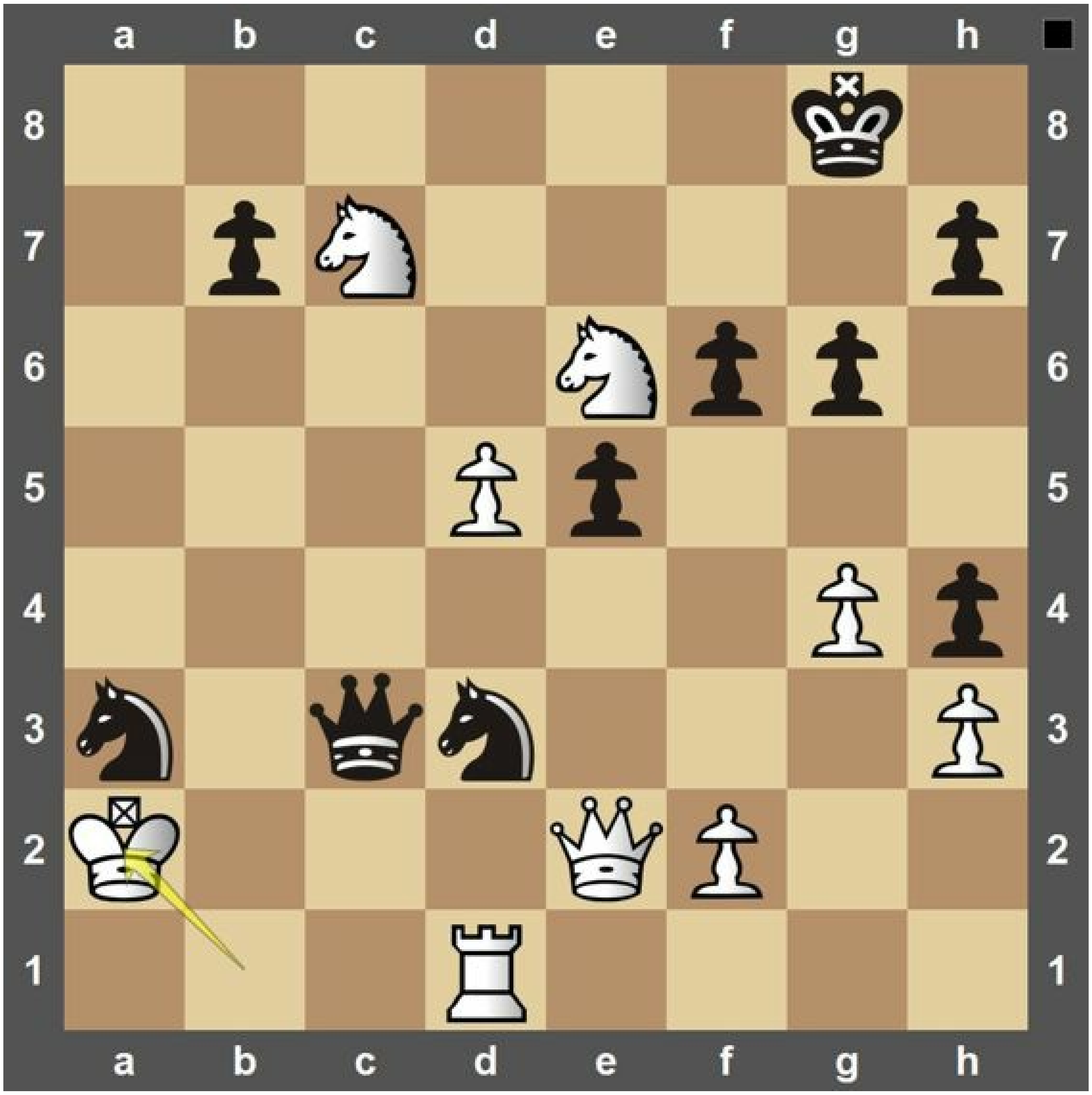
85: **1...Nxa3+** 2.Ka2 Nb4#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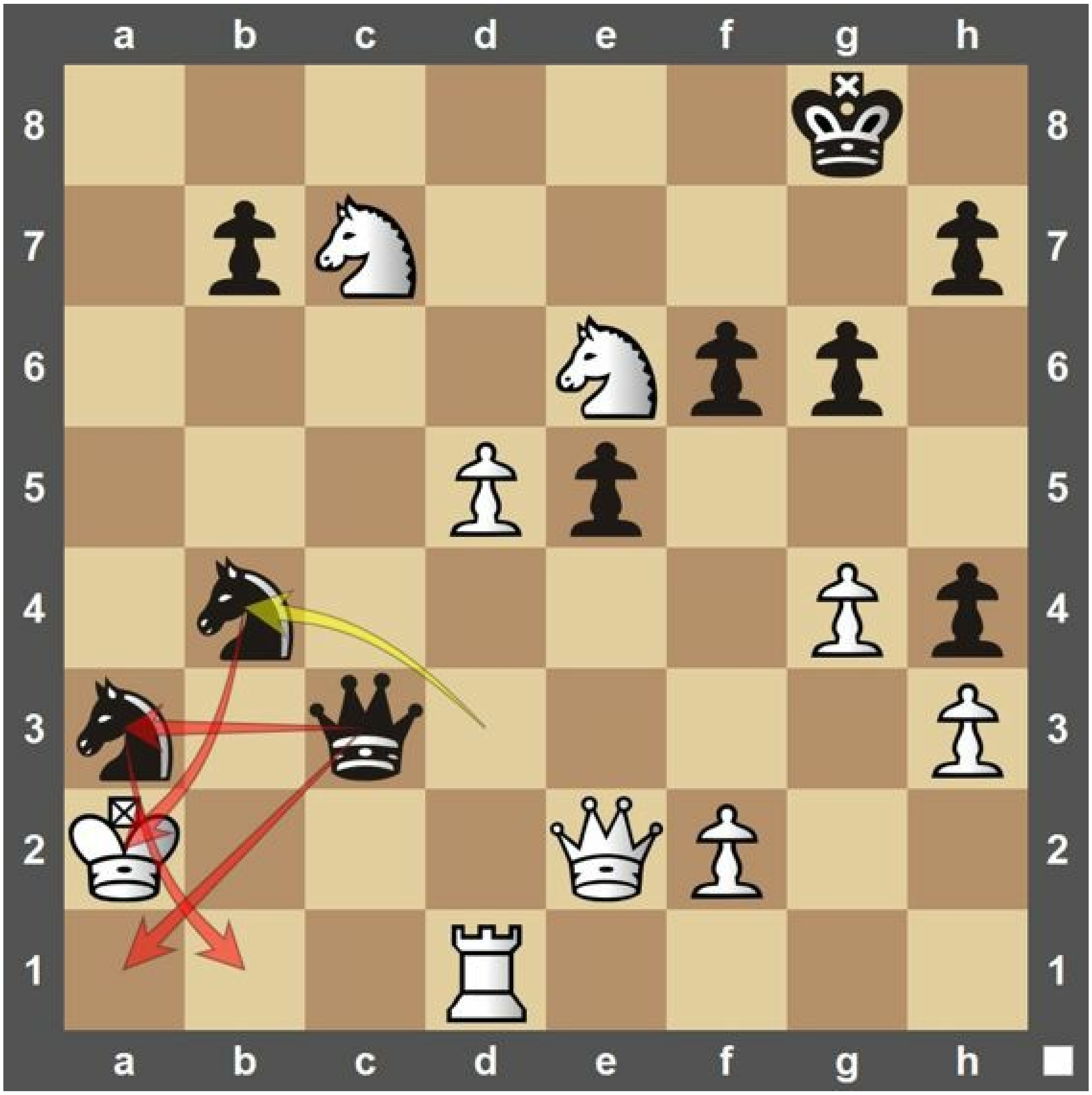
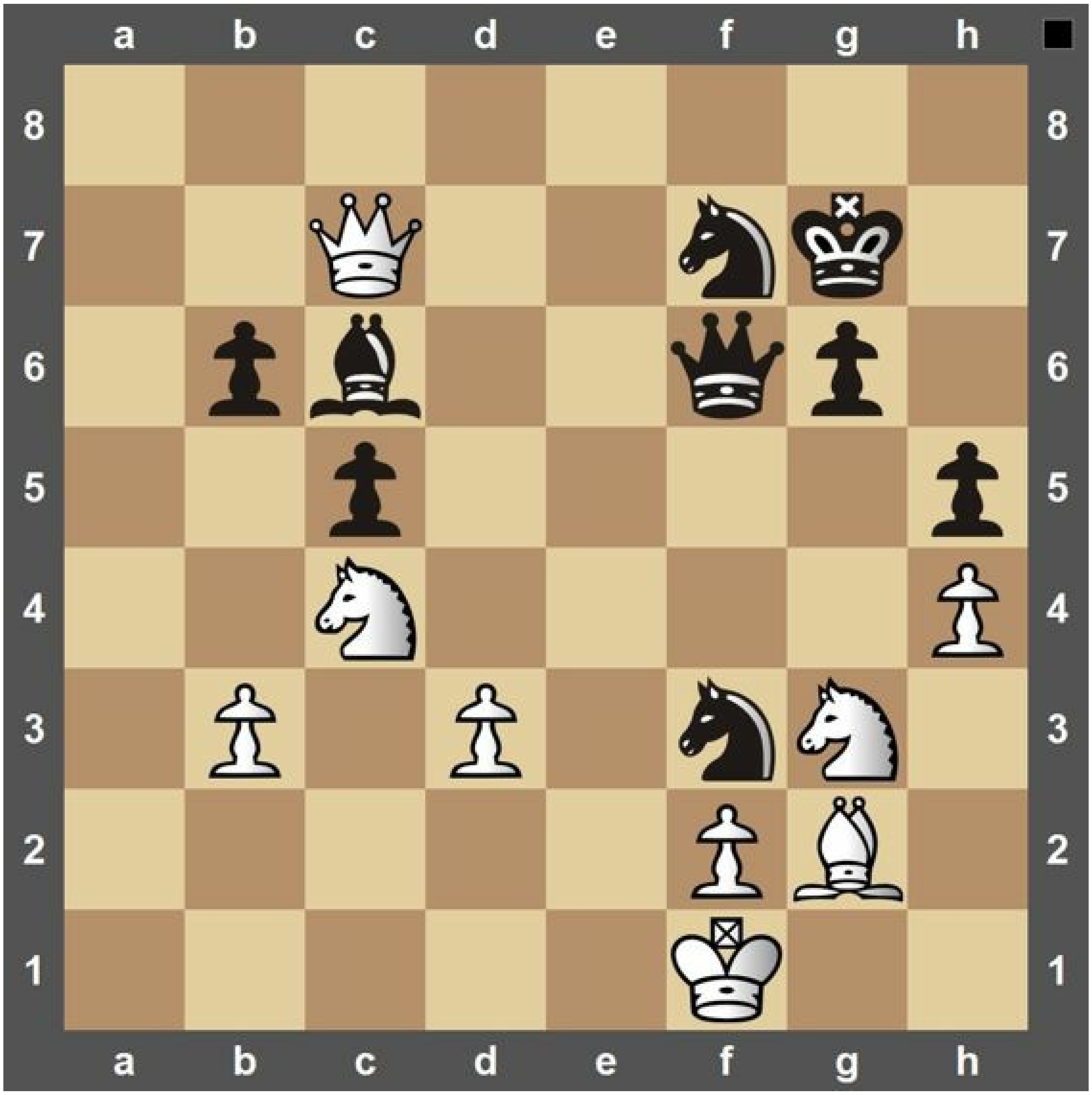
85: **1...Nxa3+ 2.Ka2** Nb4#



85: **1...Nxa3+ 2.Ka2 Nb4#**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86: Black to move.

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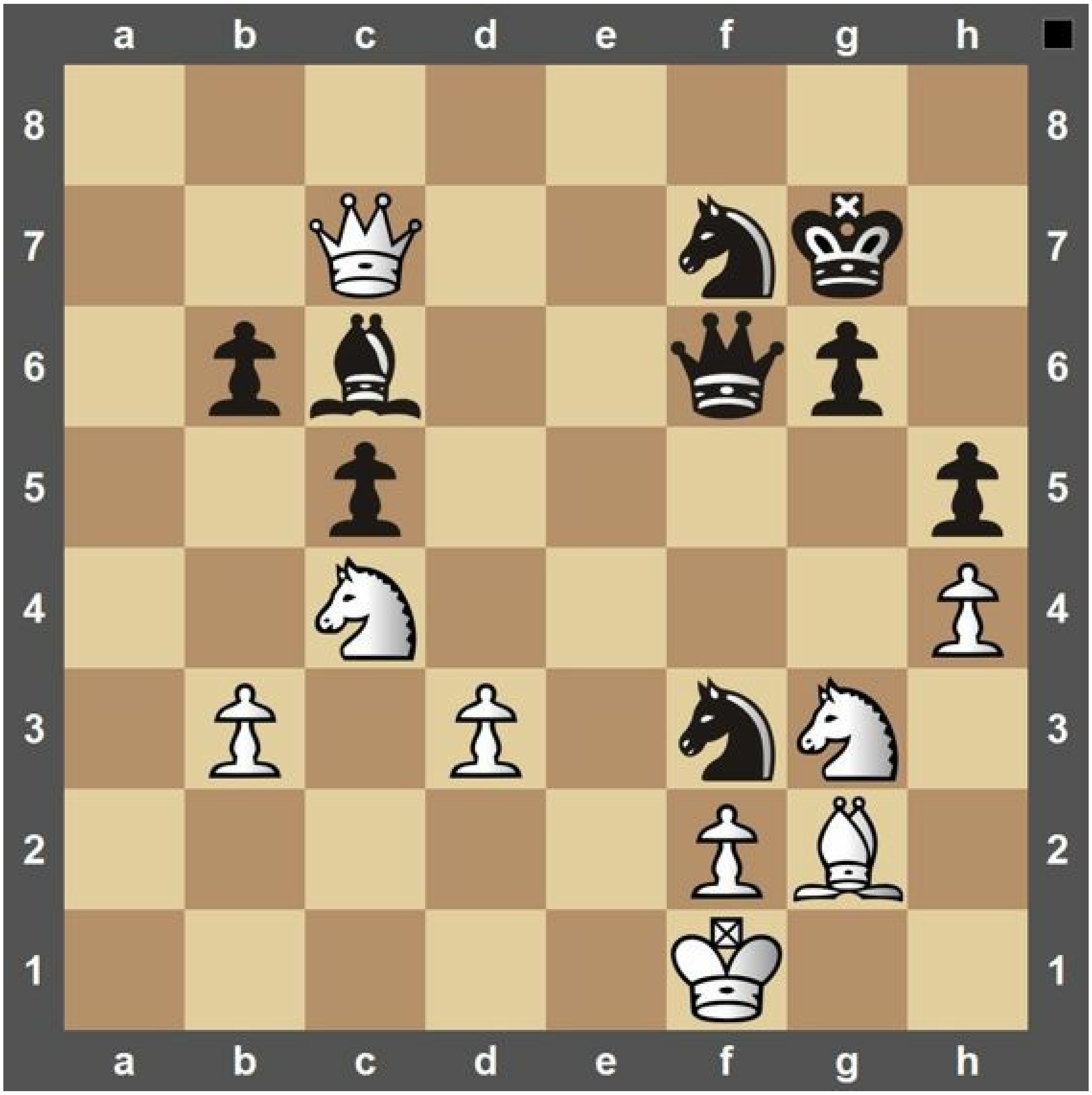
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86: 1...Qa1+ 2.Ke2 Qe1#

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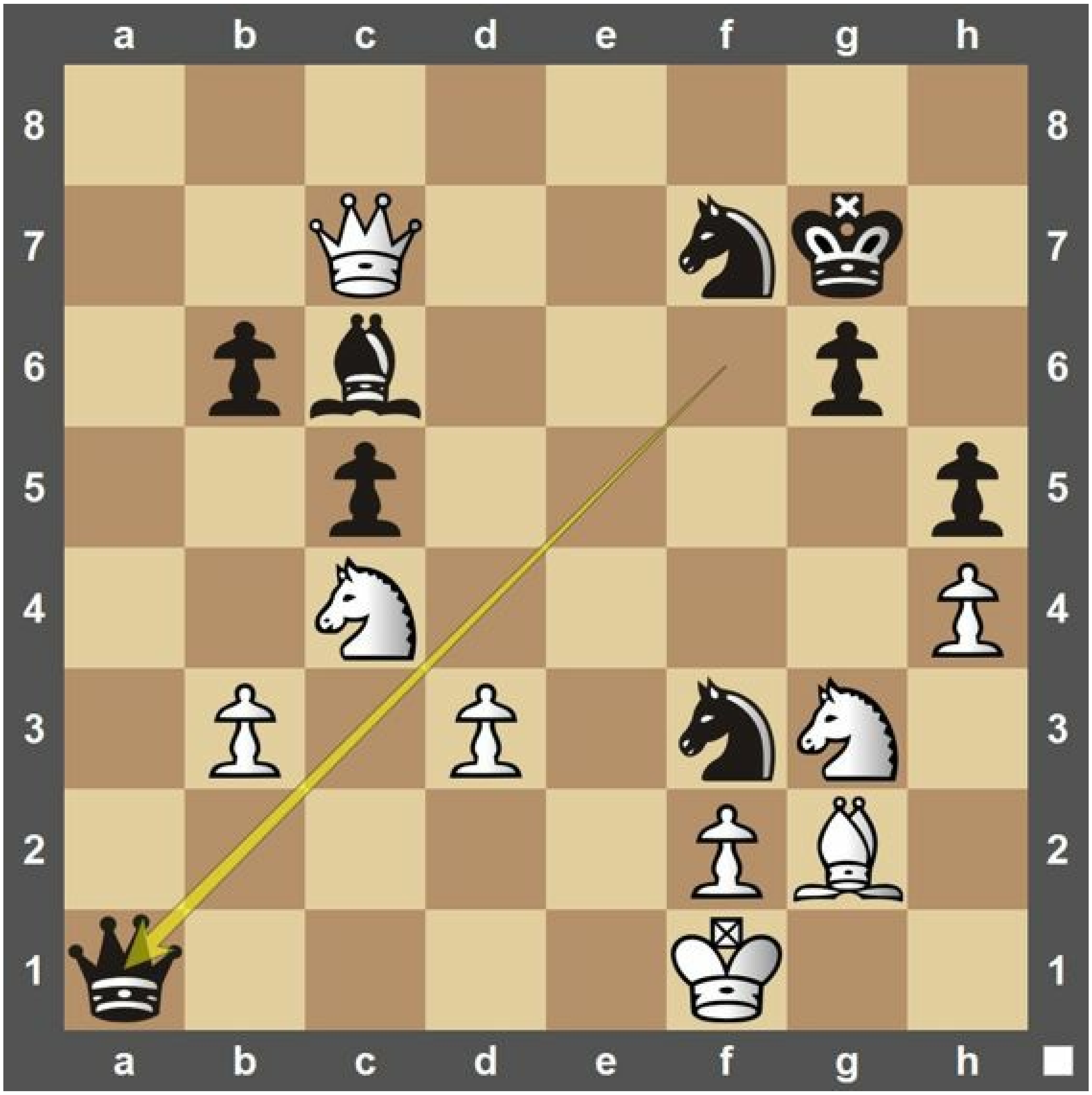
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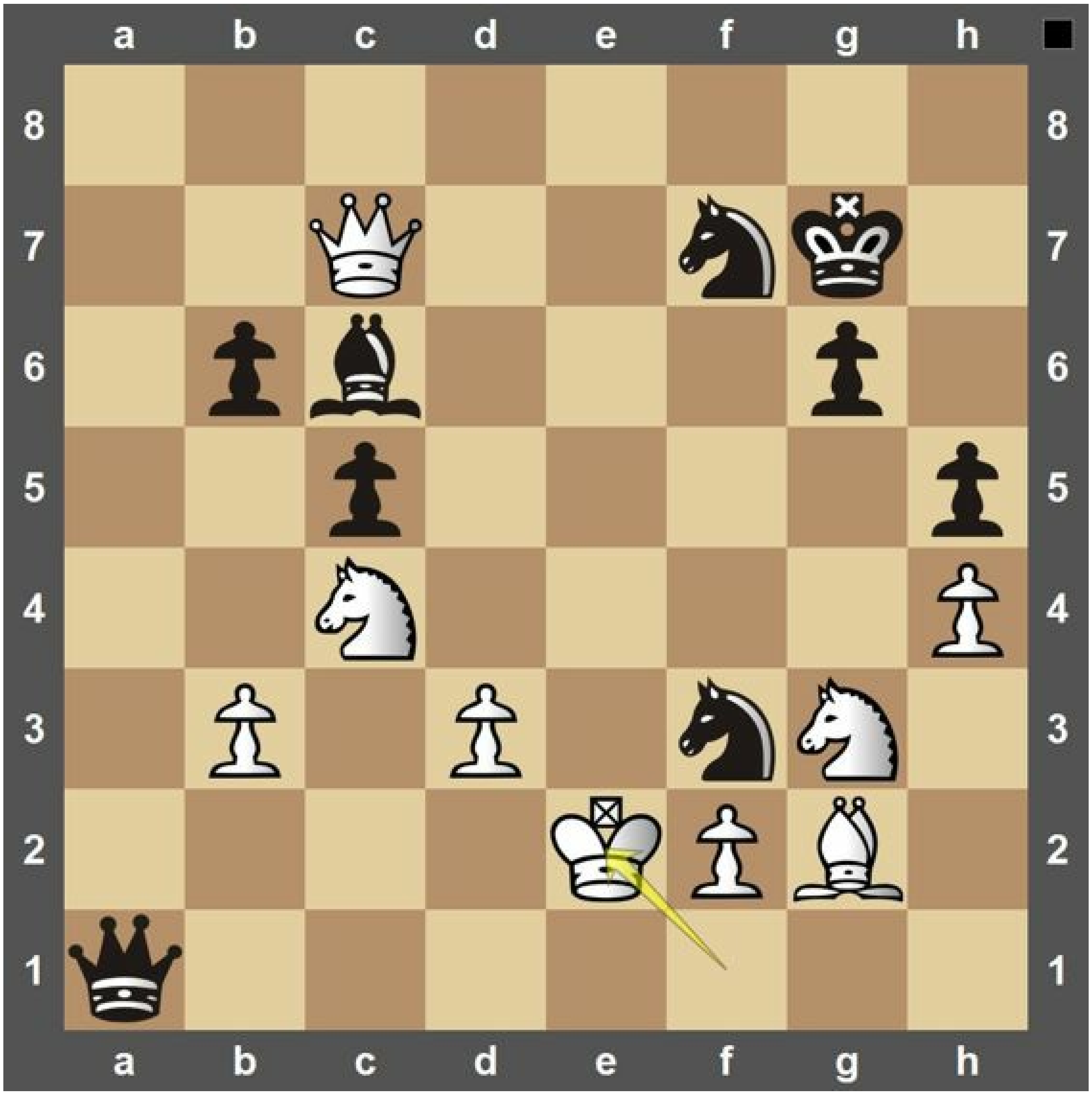
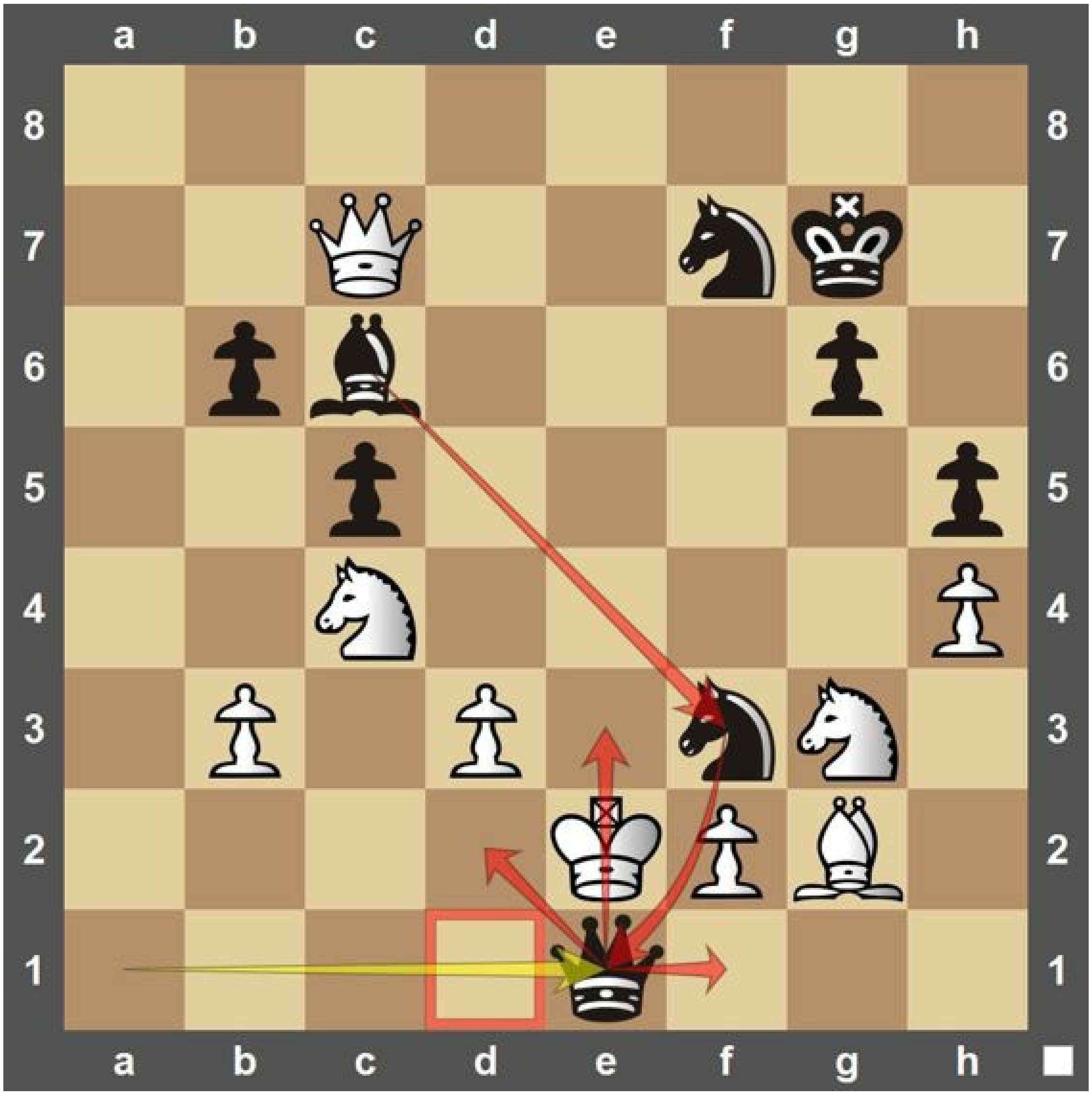
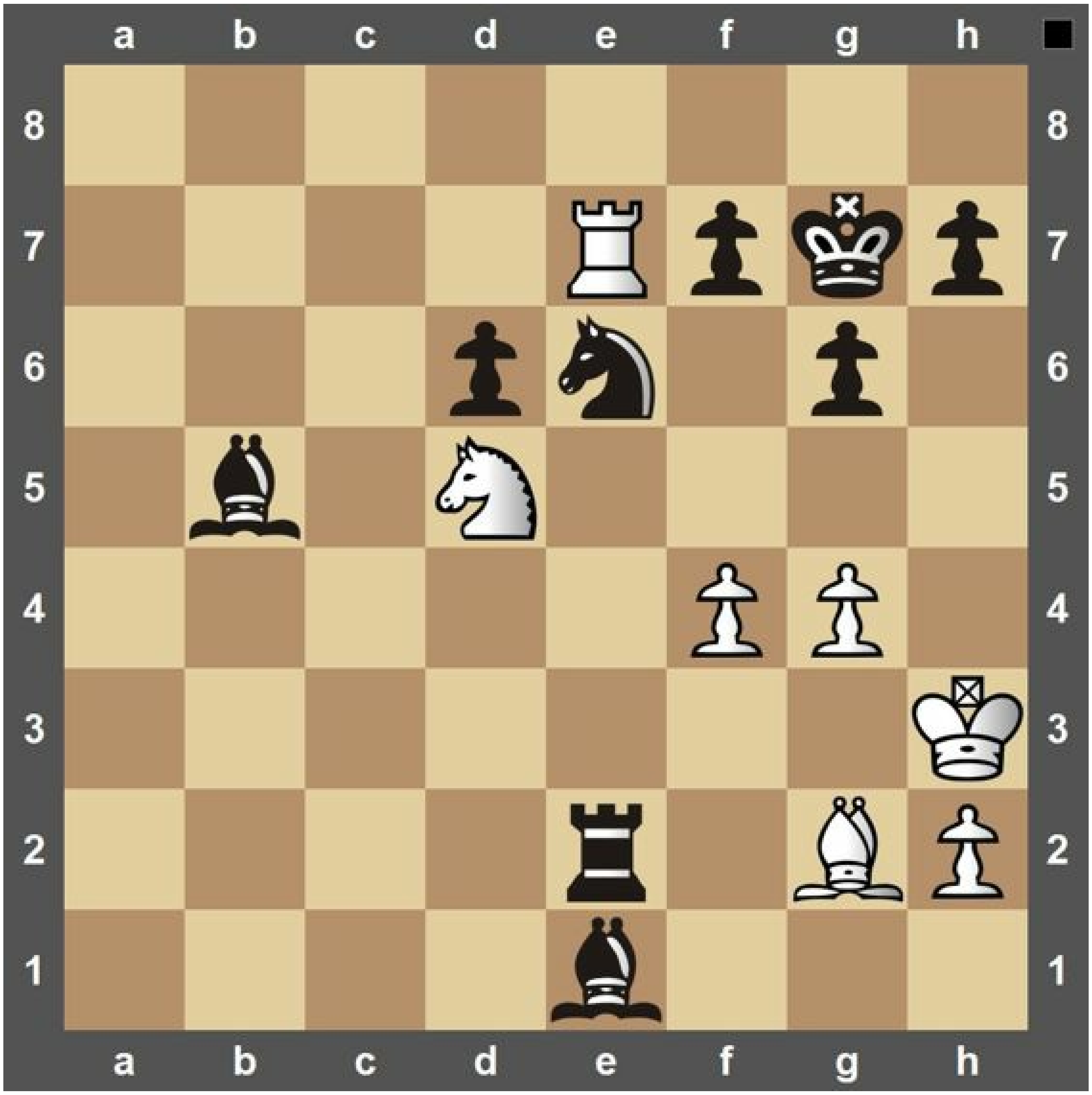
86: **1...Qa1+** 2.Ke2 Qe1#



86: **1...Qa1+ 2.Ke2** Qe1#



86: **1...Qa1+ 2.Ke2 Qe1#**



87: Black to move.

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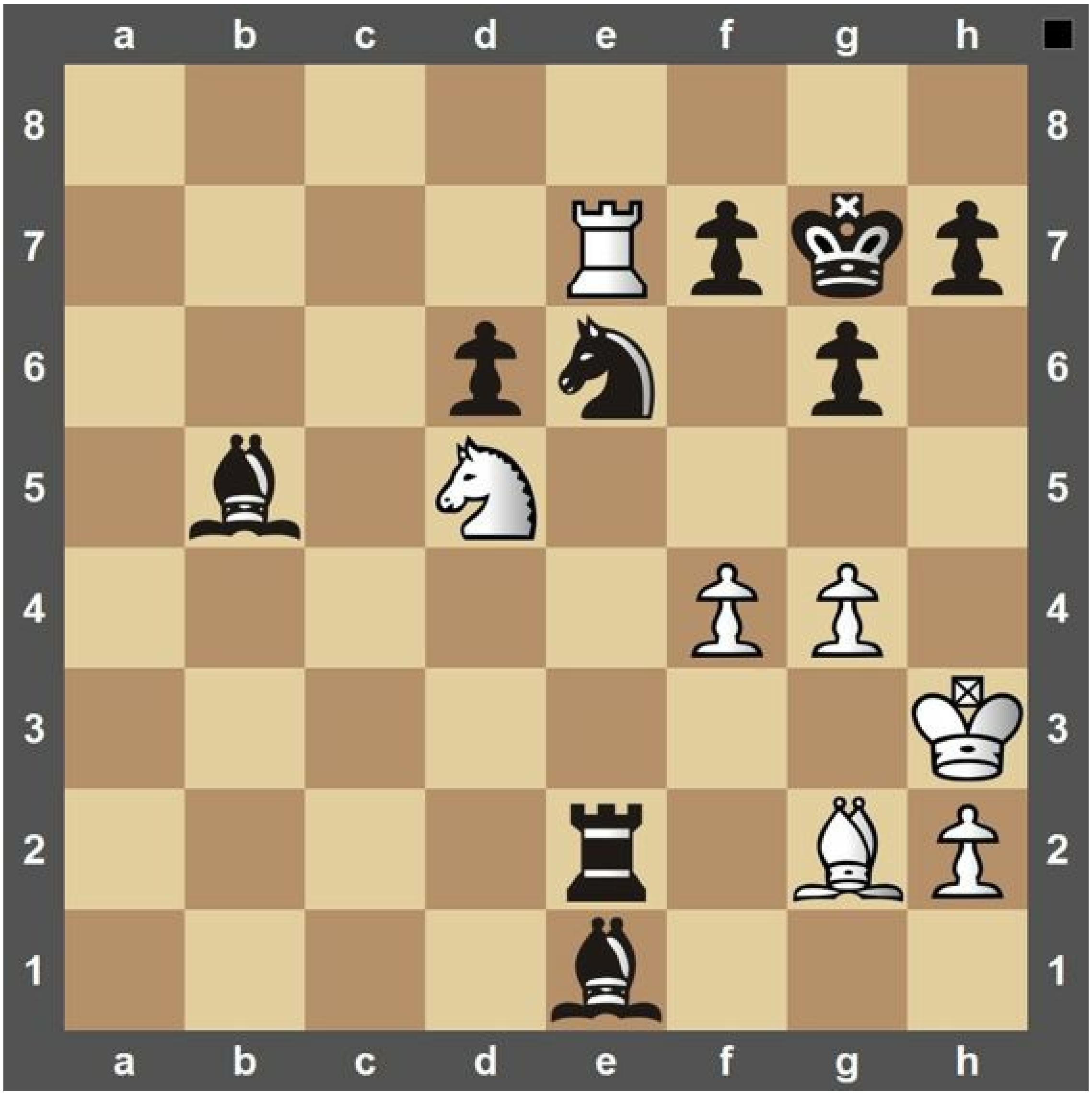

87: 1...Re3+ 2.Bf3 [2.Nxe3 Nxf4#] 2...Bf1#

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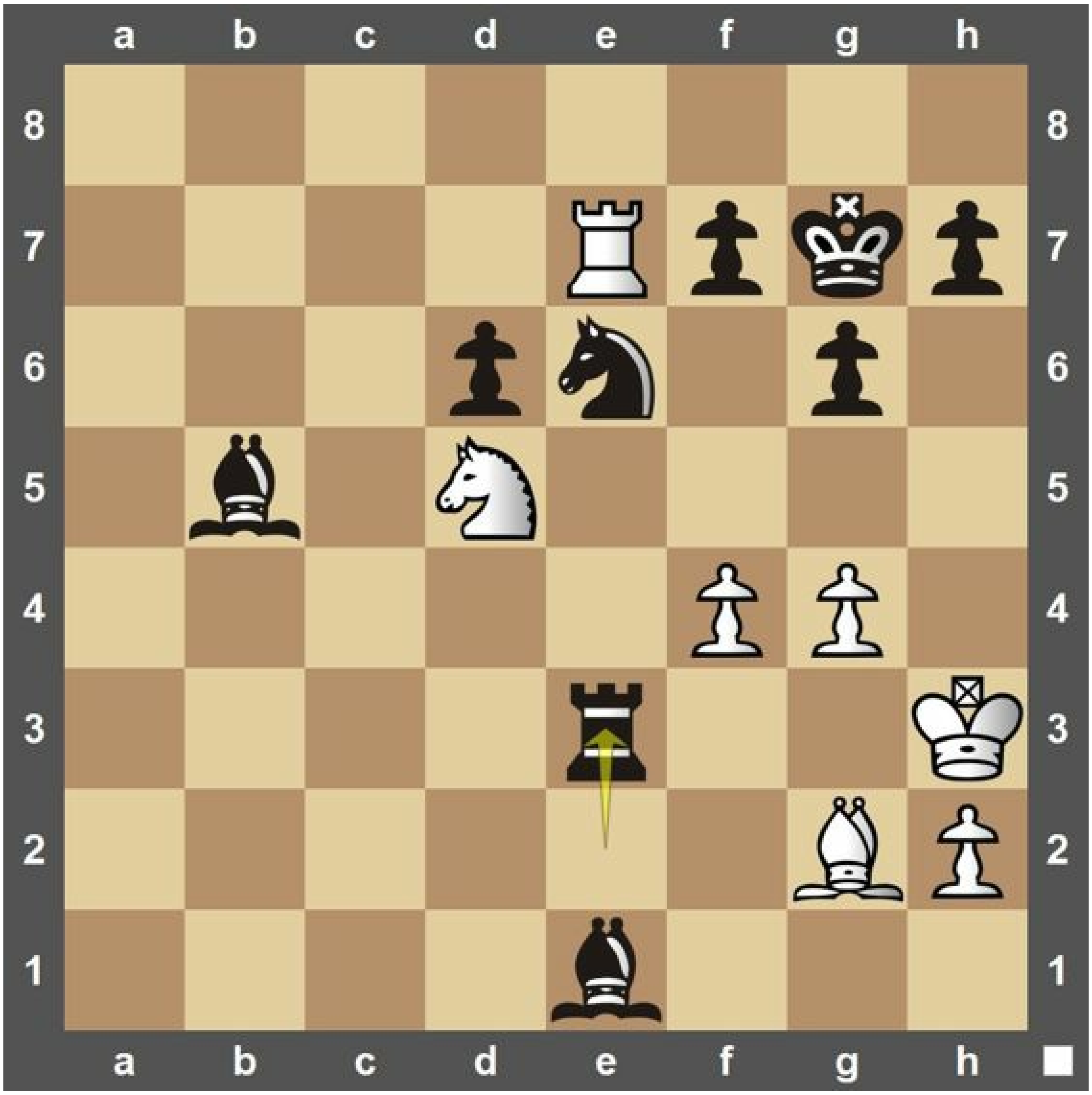
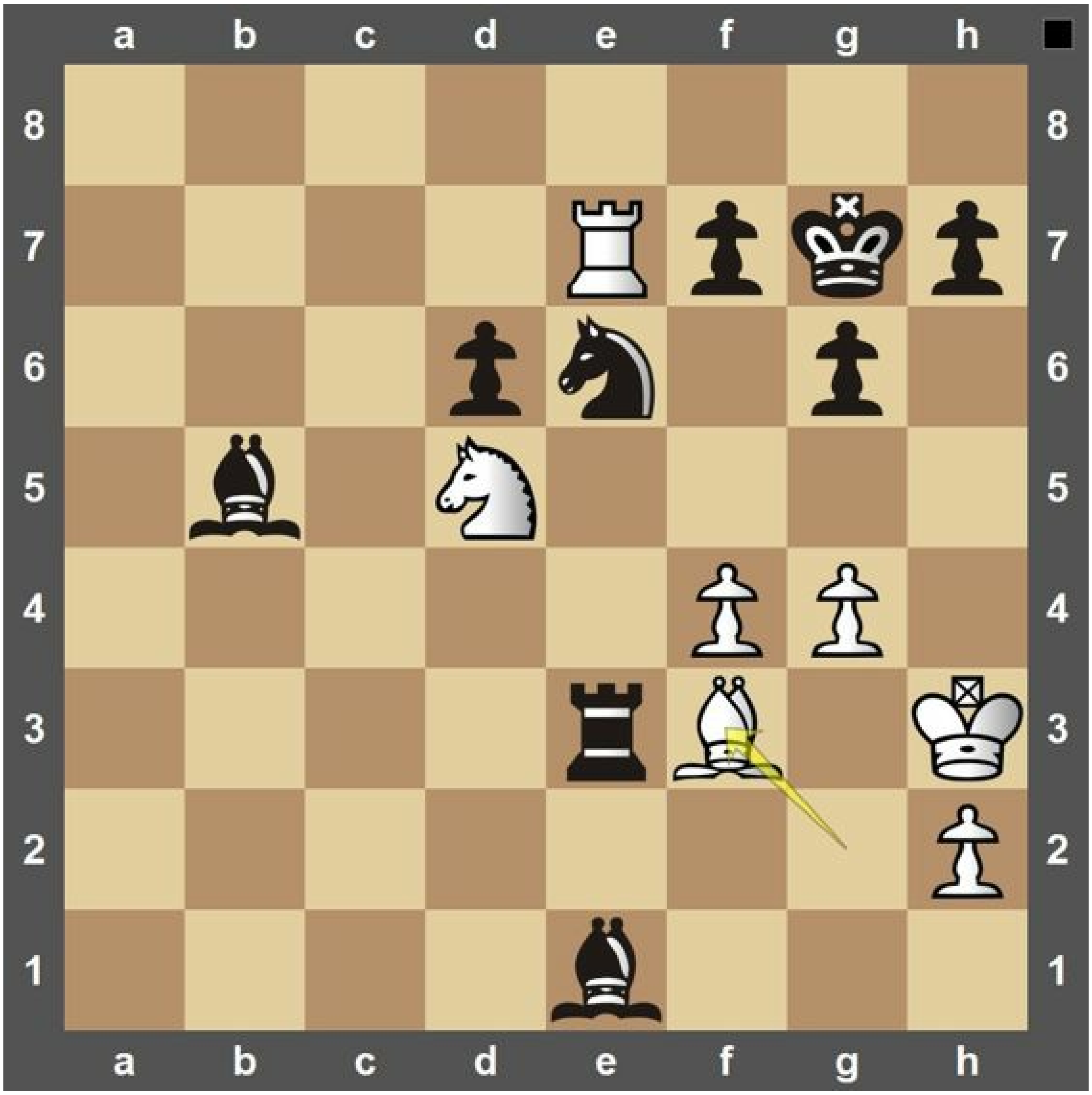


87: **1...Re3+** 2.Bf3 [2.Nxe3 Nxf4#] 2...Bf1#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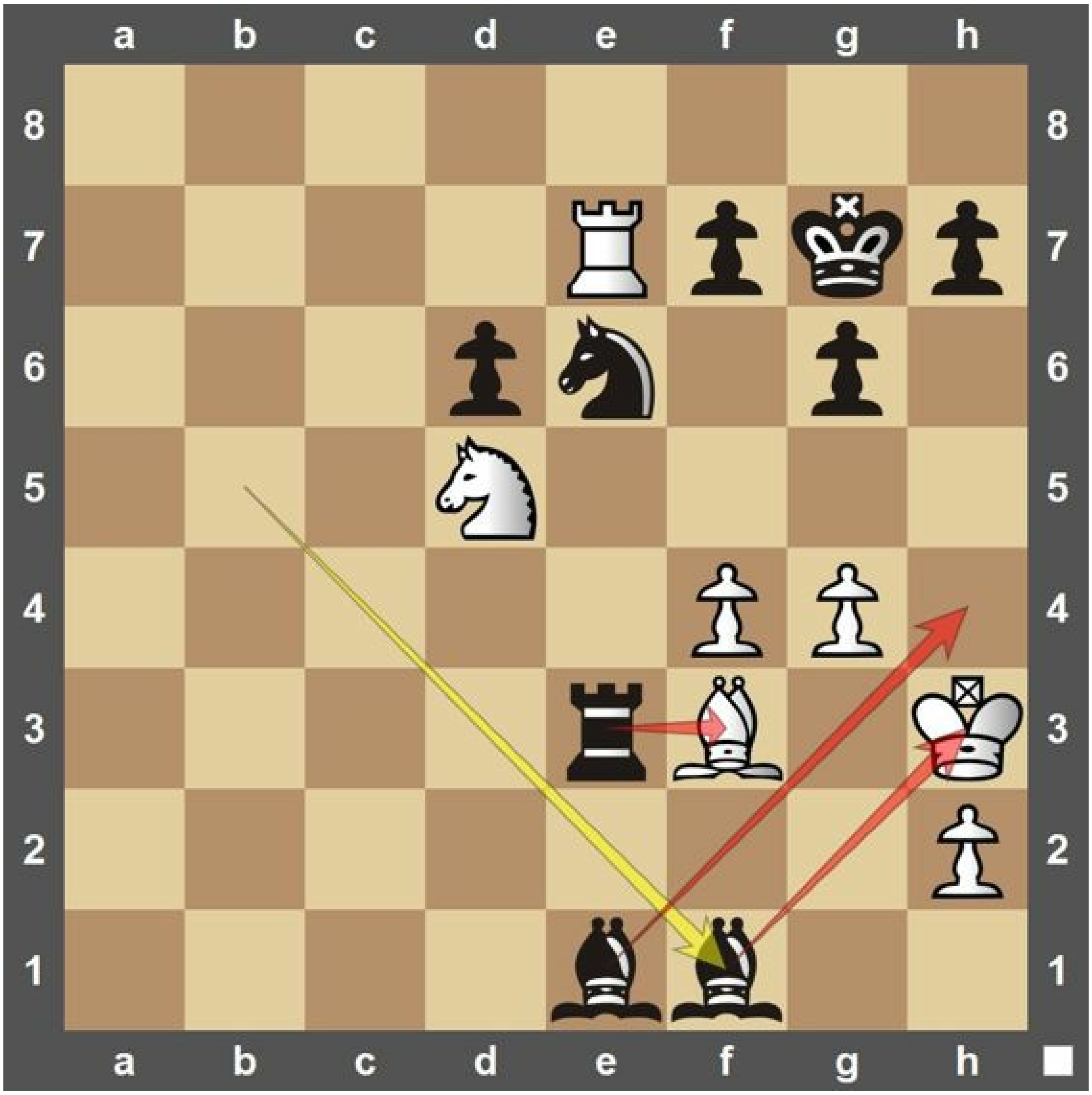
87: **1...Re3+ 2.Bf3** [2.Nxe3 Nxf4#] 2...Bf1#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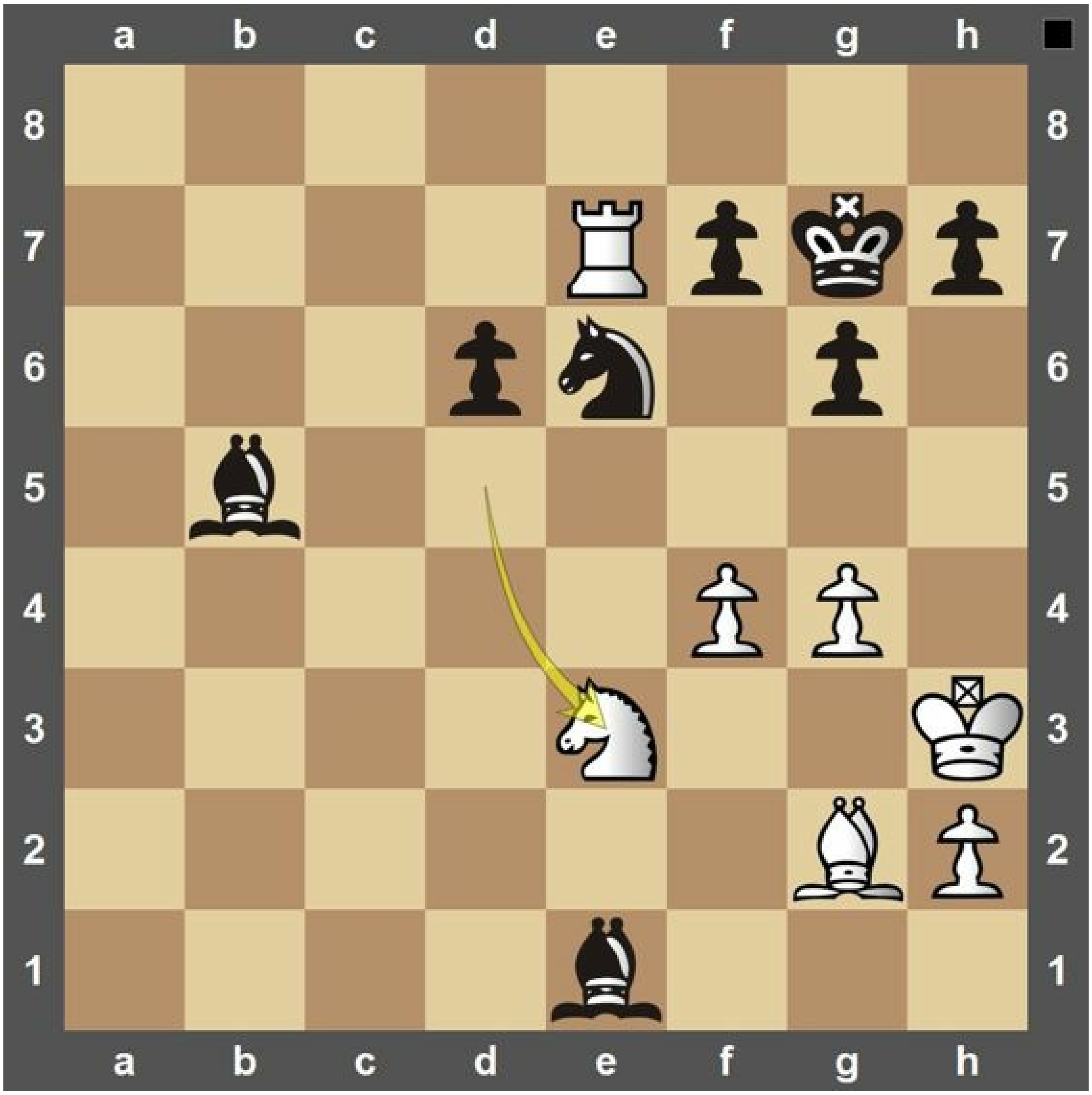
87: **1...Re3+ 2.Bf3** [2.Nxe3 Nxf4#] **2...Bf1#**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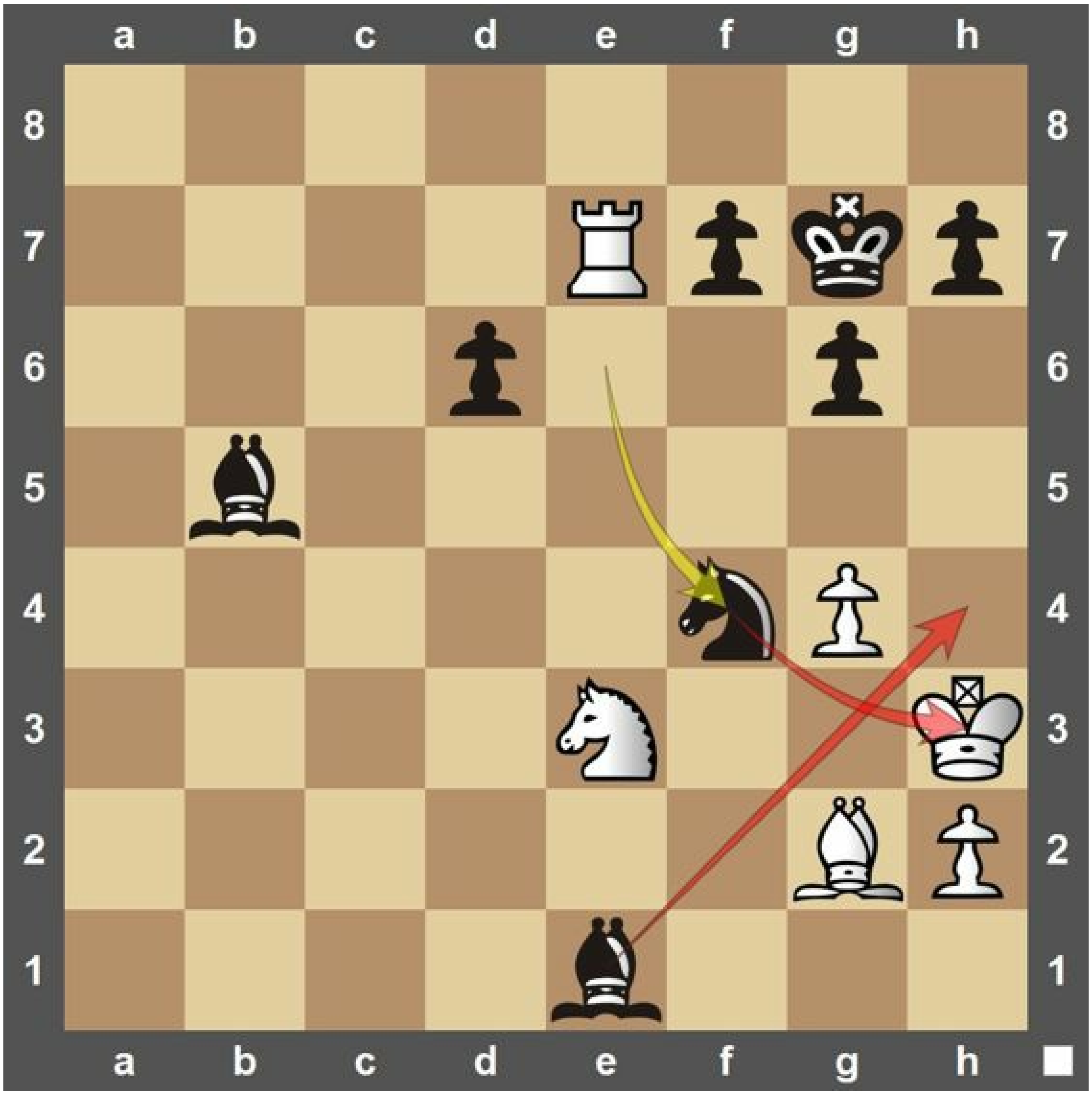
87: **1...Re3+** 2.Bf3 [**2.Nxe3** Nxf4#] 2...Bf1#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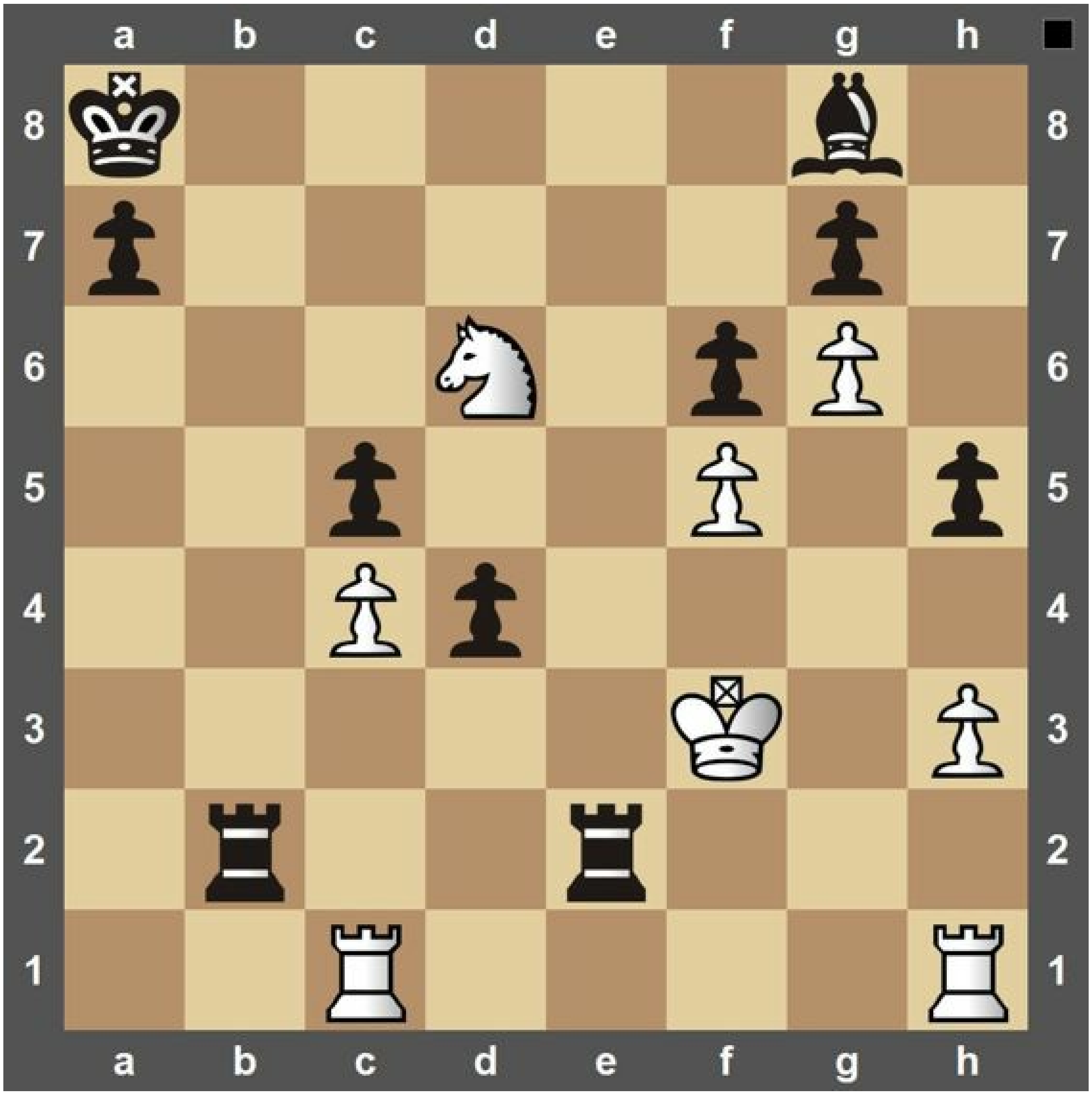
87: **1...Re3+** 2.Bf3 [**2.Nxe3 Nxf4#**] 2...Bf1#



88: Black to move.

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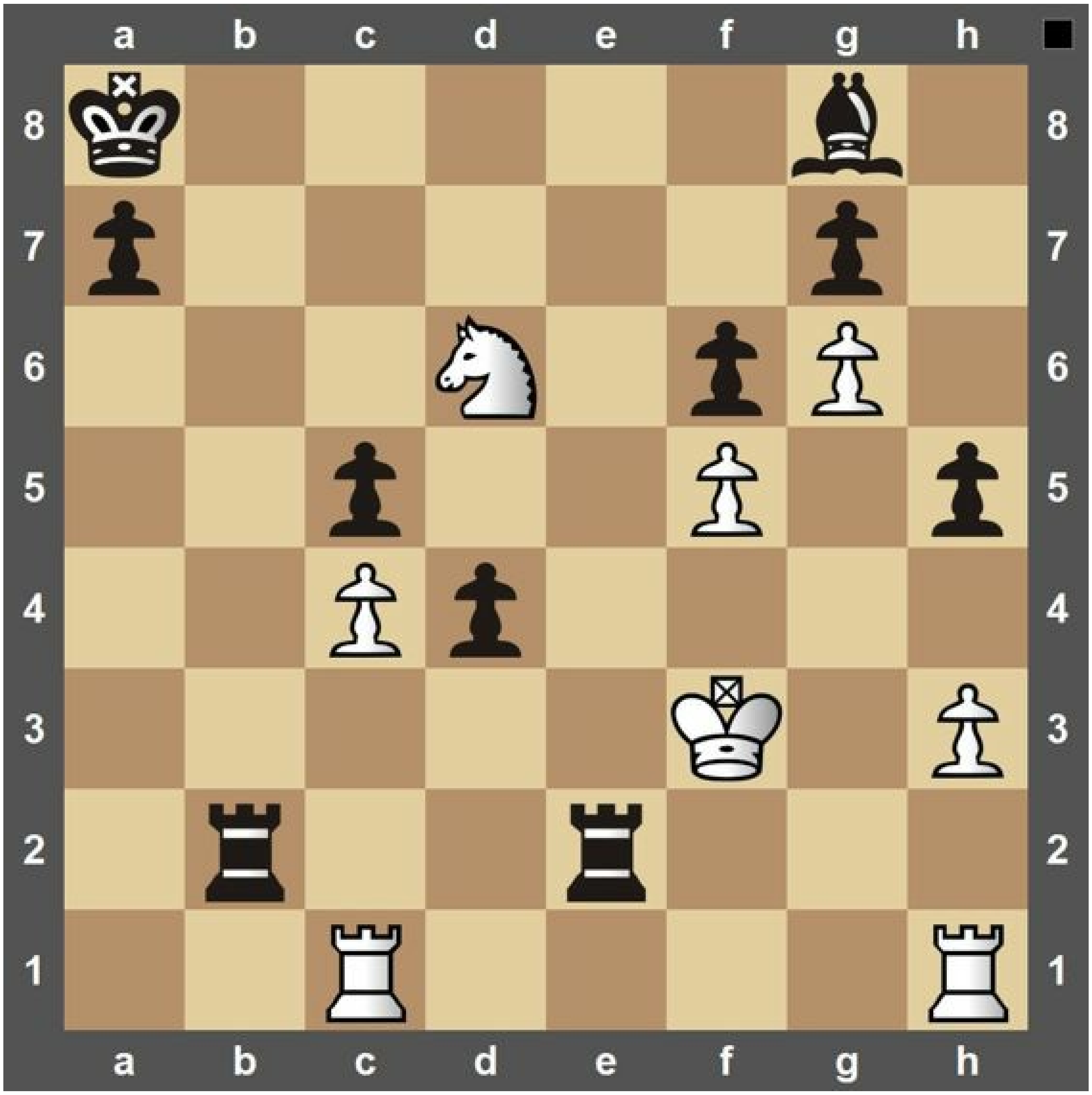

88: 1...Re3+ 2.Kf4 Rf2#

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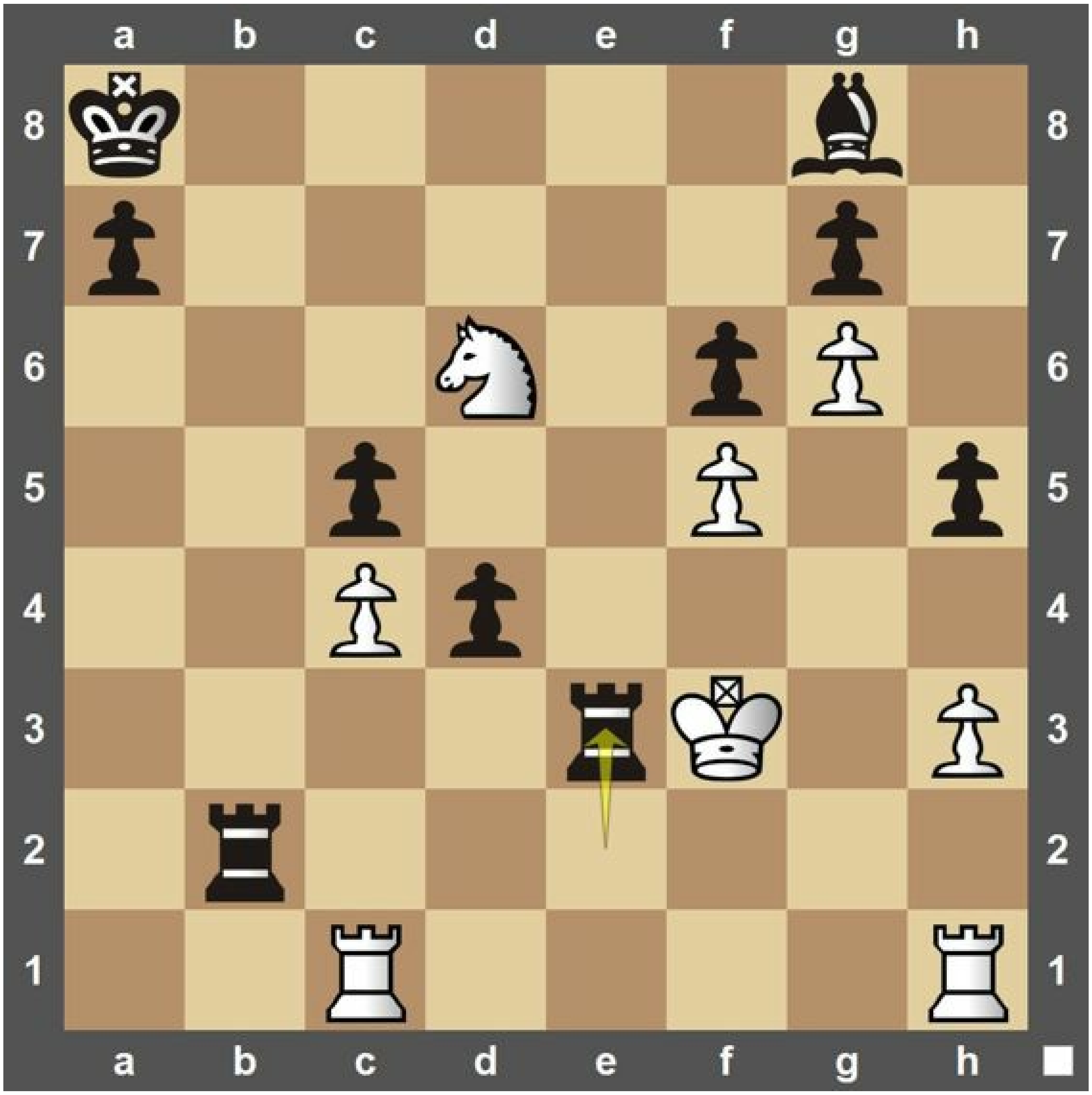
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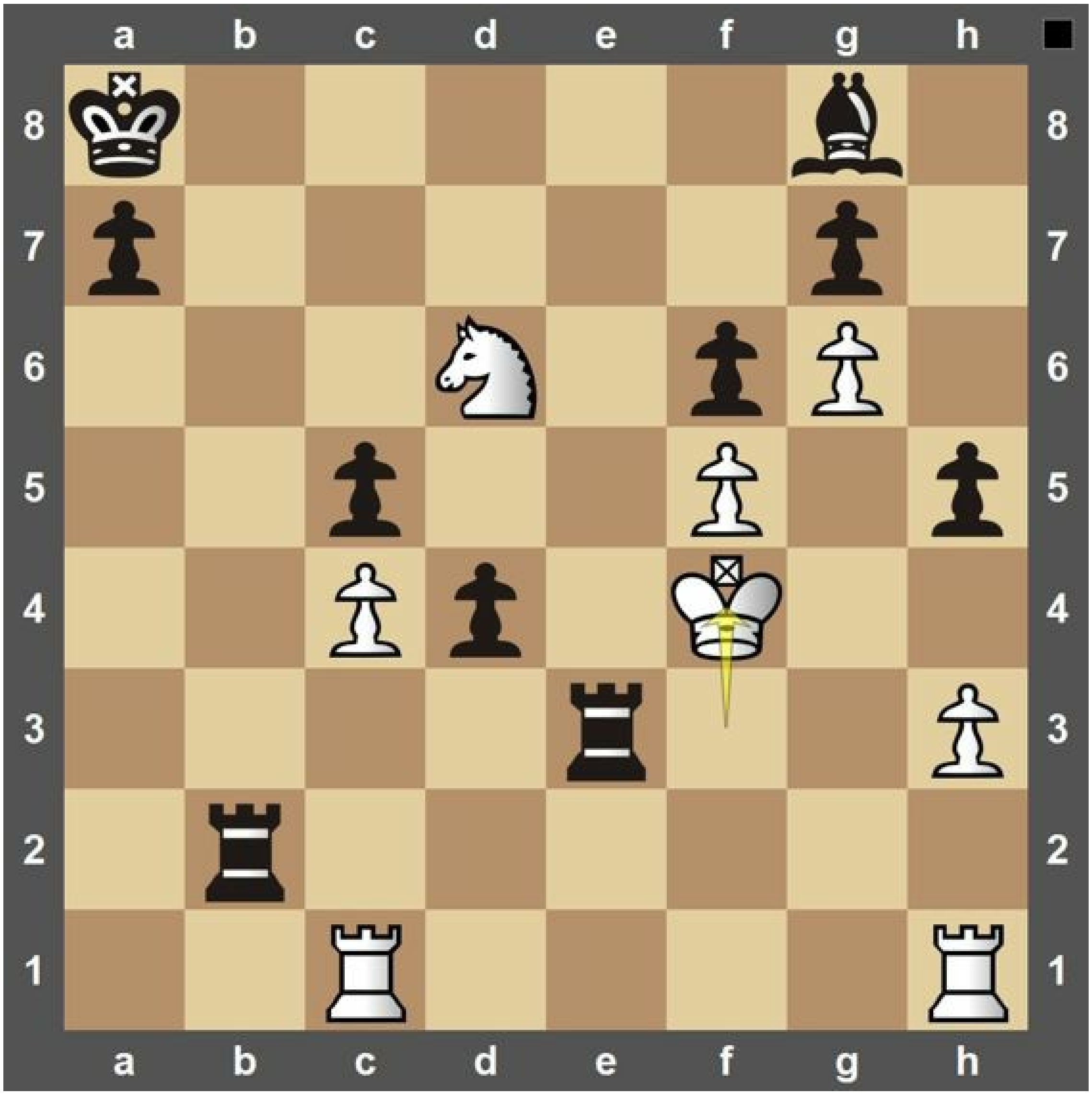
88: **1...Re3+** 2.Kf4 Rf2#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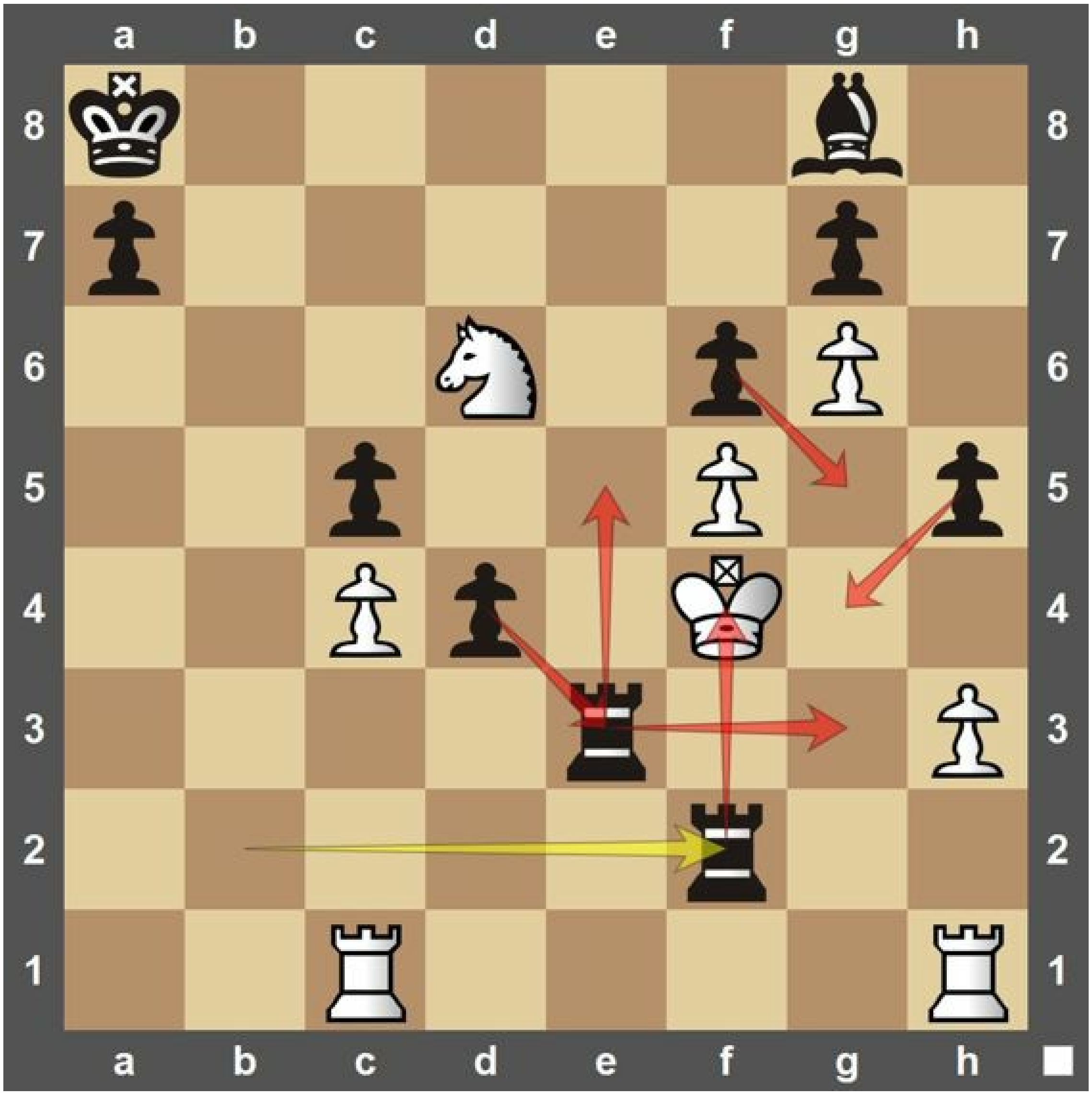
88: **1...Re3+ 2.Kf4** Rf2#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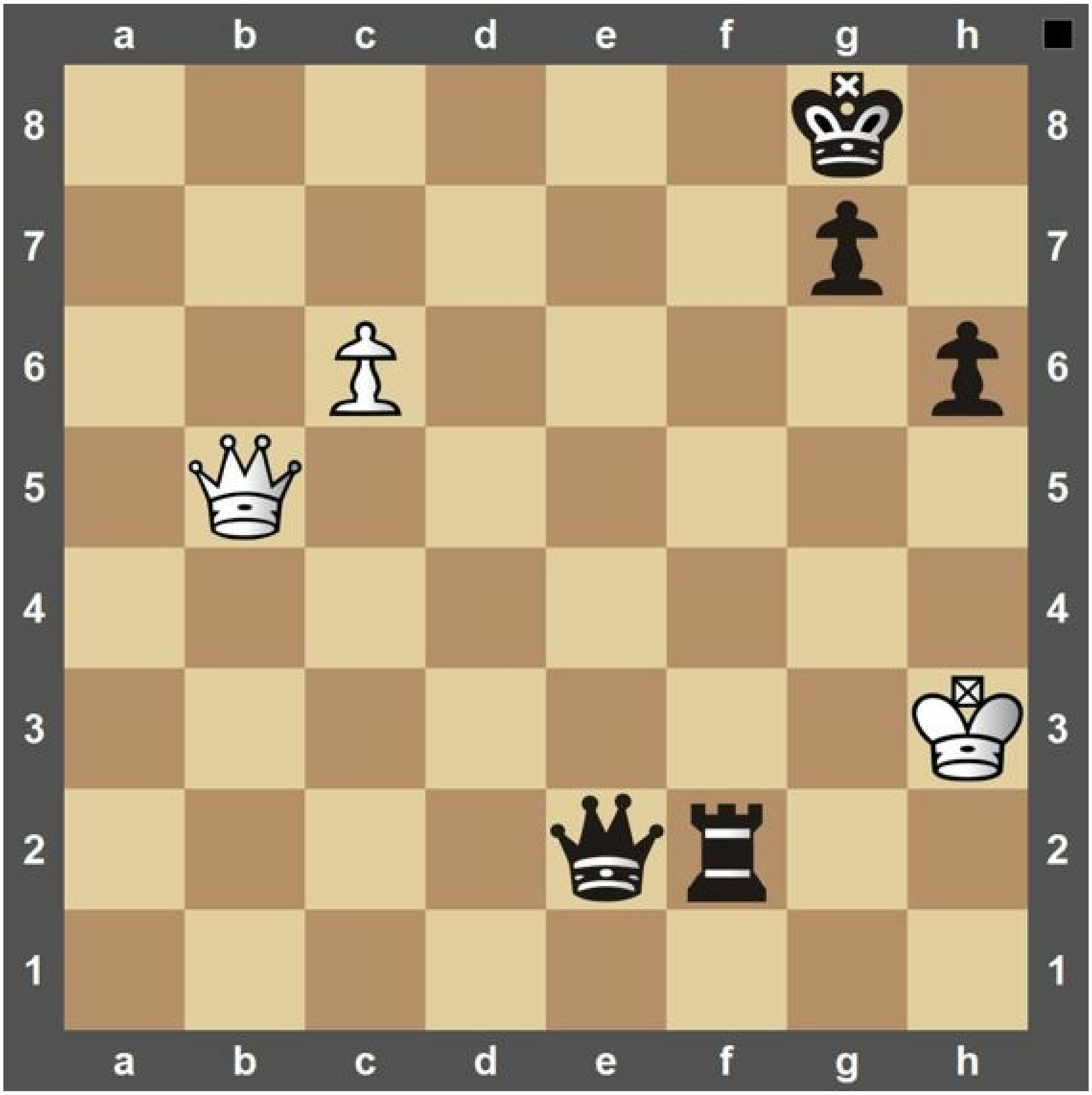
88: **1...Re3+ 2.Kf4 Rf2#**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89: Black to move.

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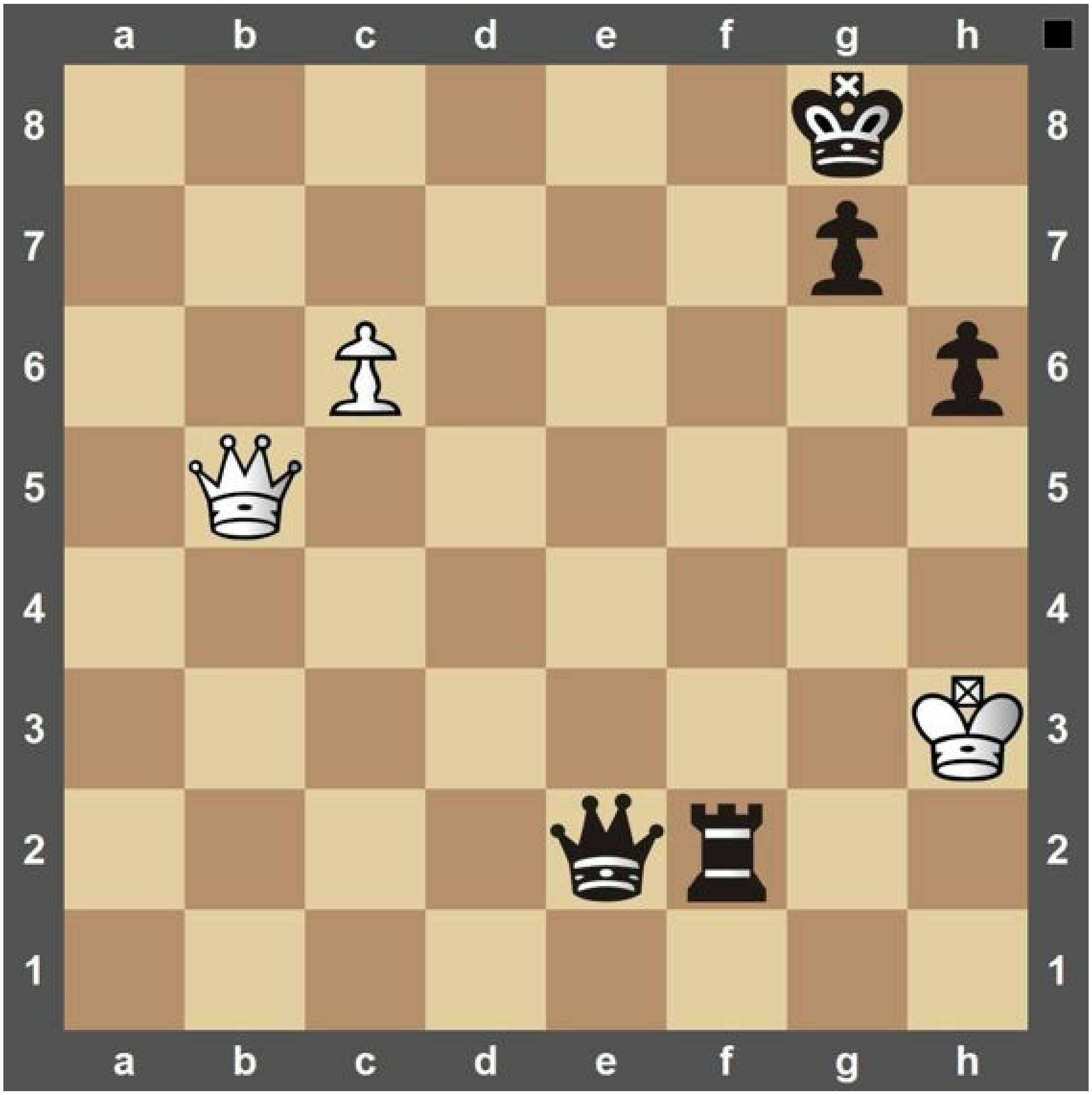
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89: 1...Qf3+ 2.Kh4 Rh2#

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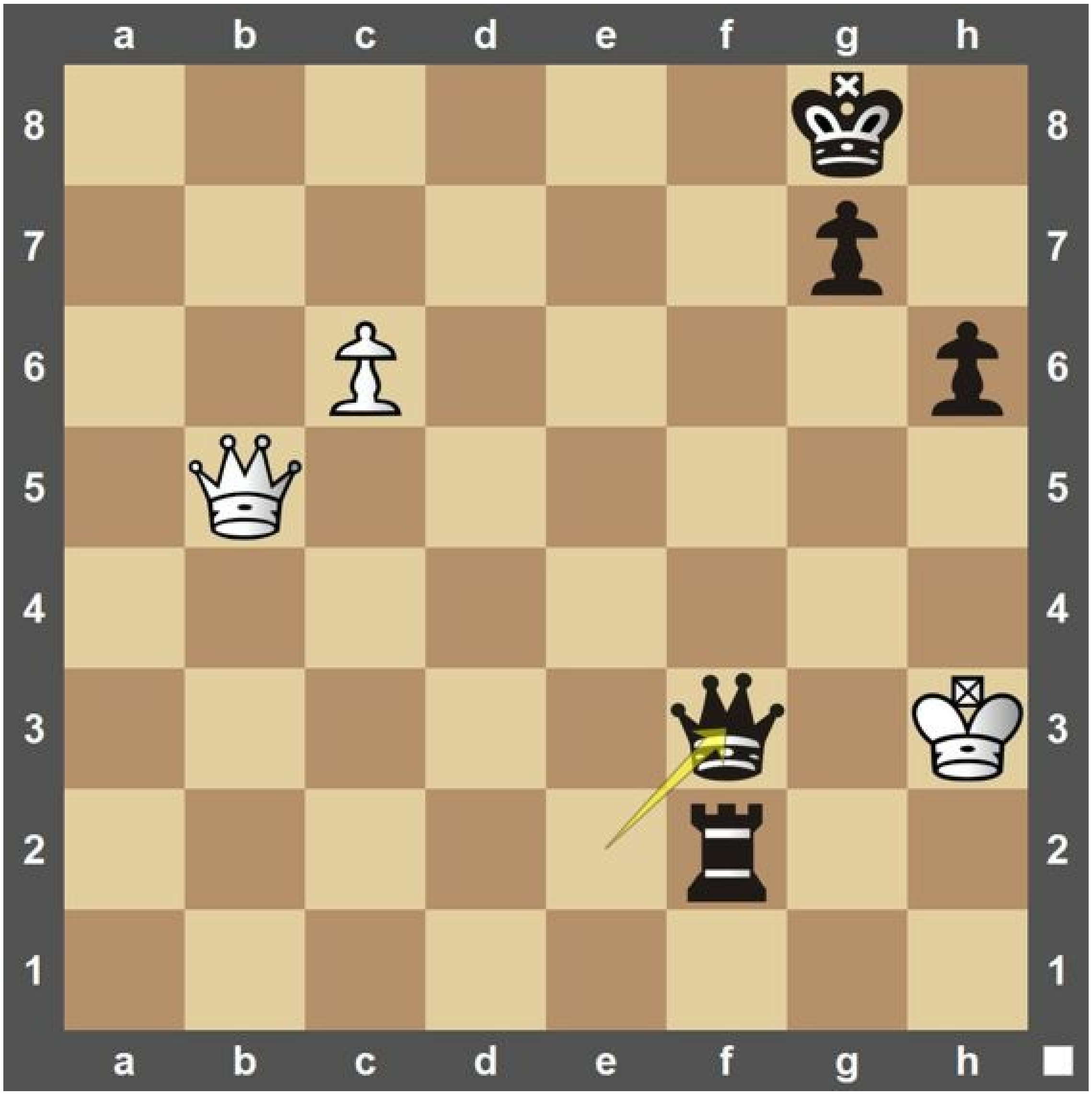
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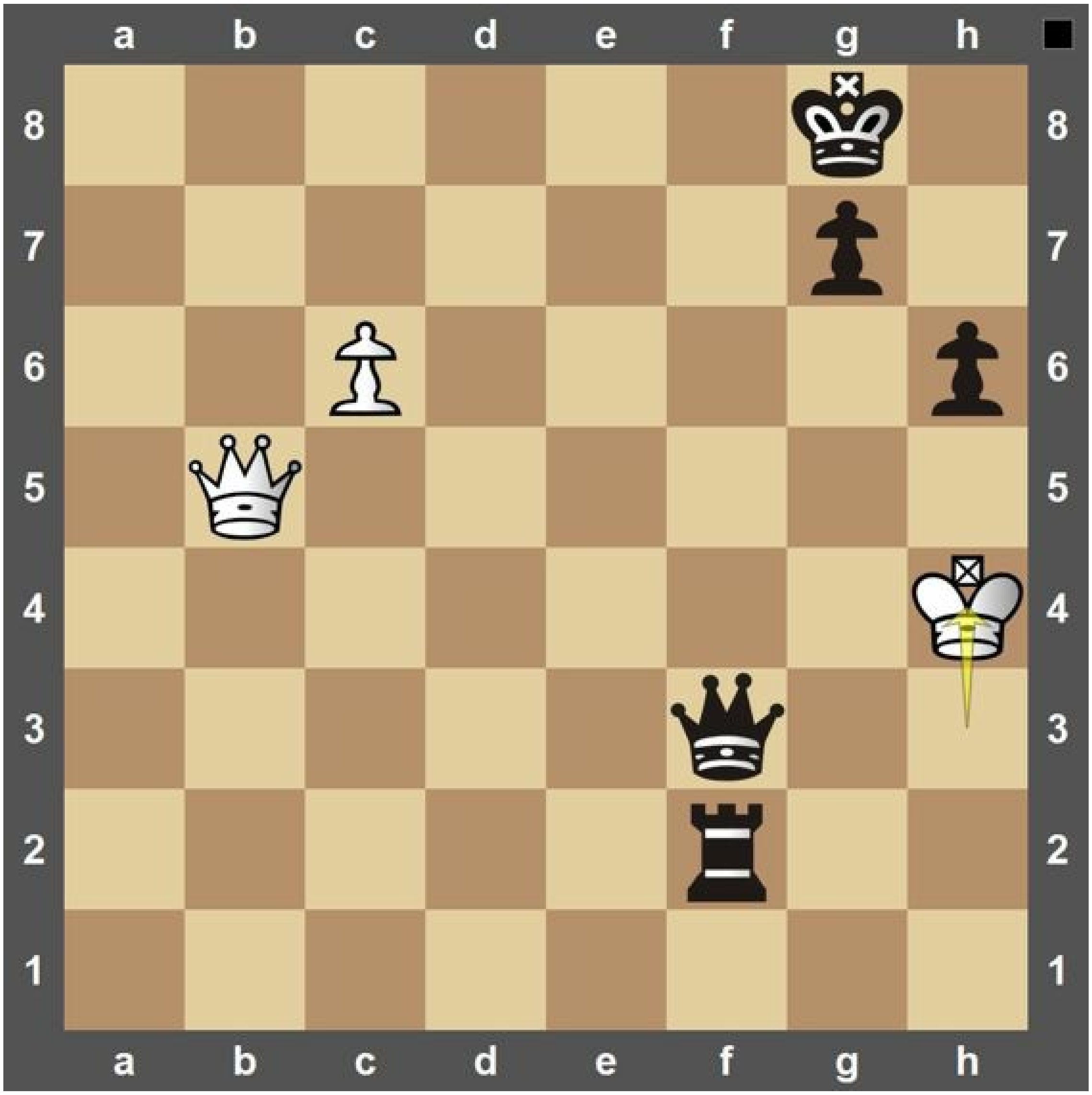
89: **1...Qf3+** 2.Kh4 Rh2#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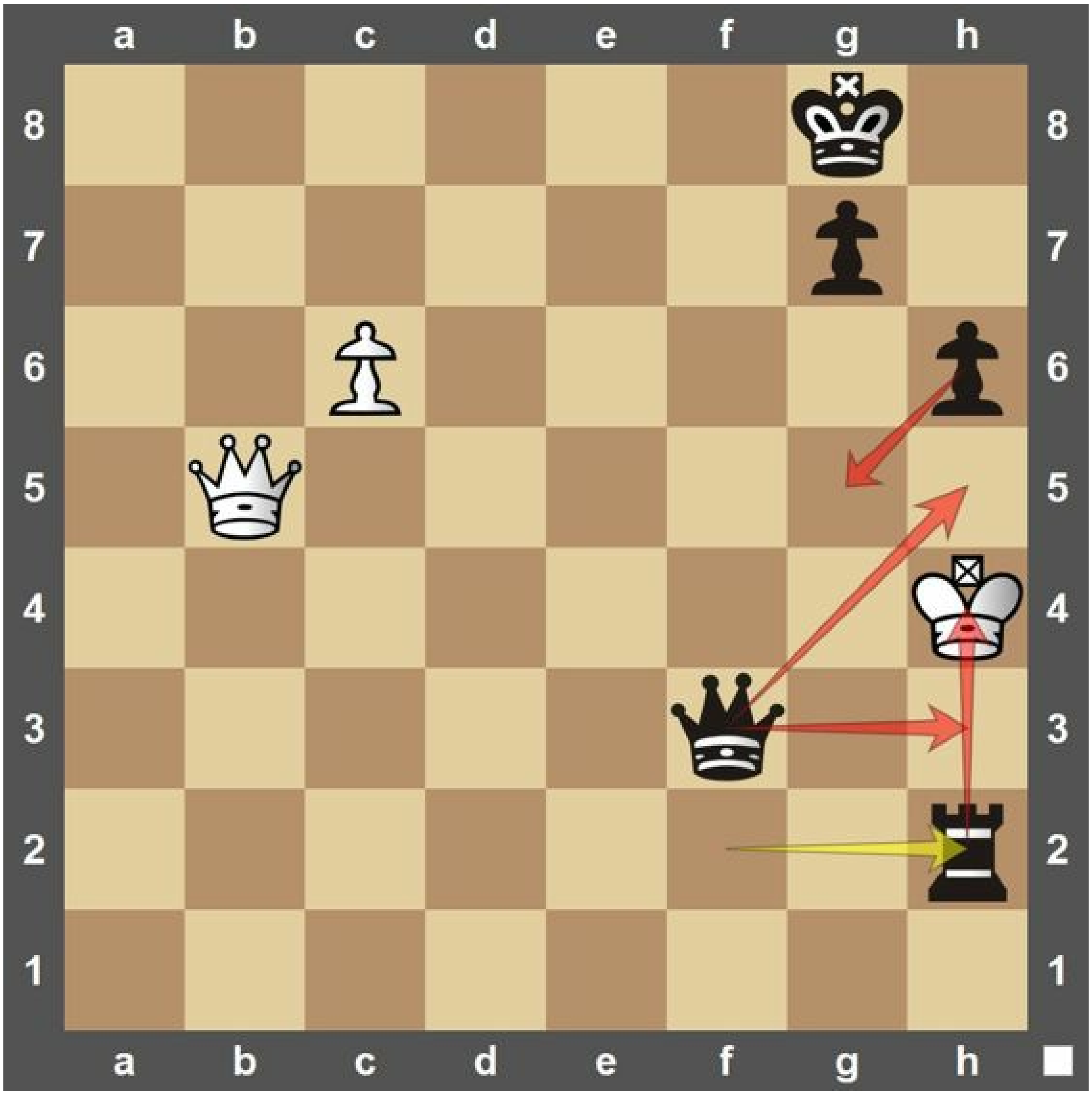
89: **1...Qf3+ 2.Kh4** Rh2#

Is 2...g5+ checkmate? No, White would capture the pawn with 3.Qxg5+ and it would take a total of five moves to checkmate the white king.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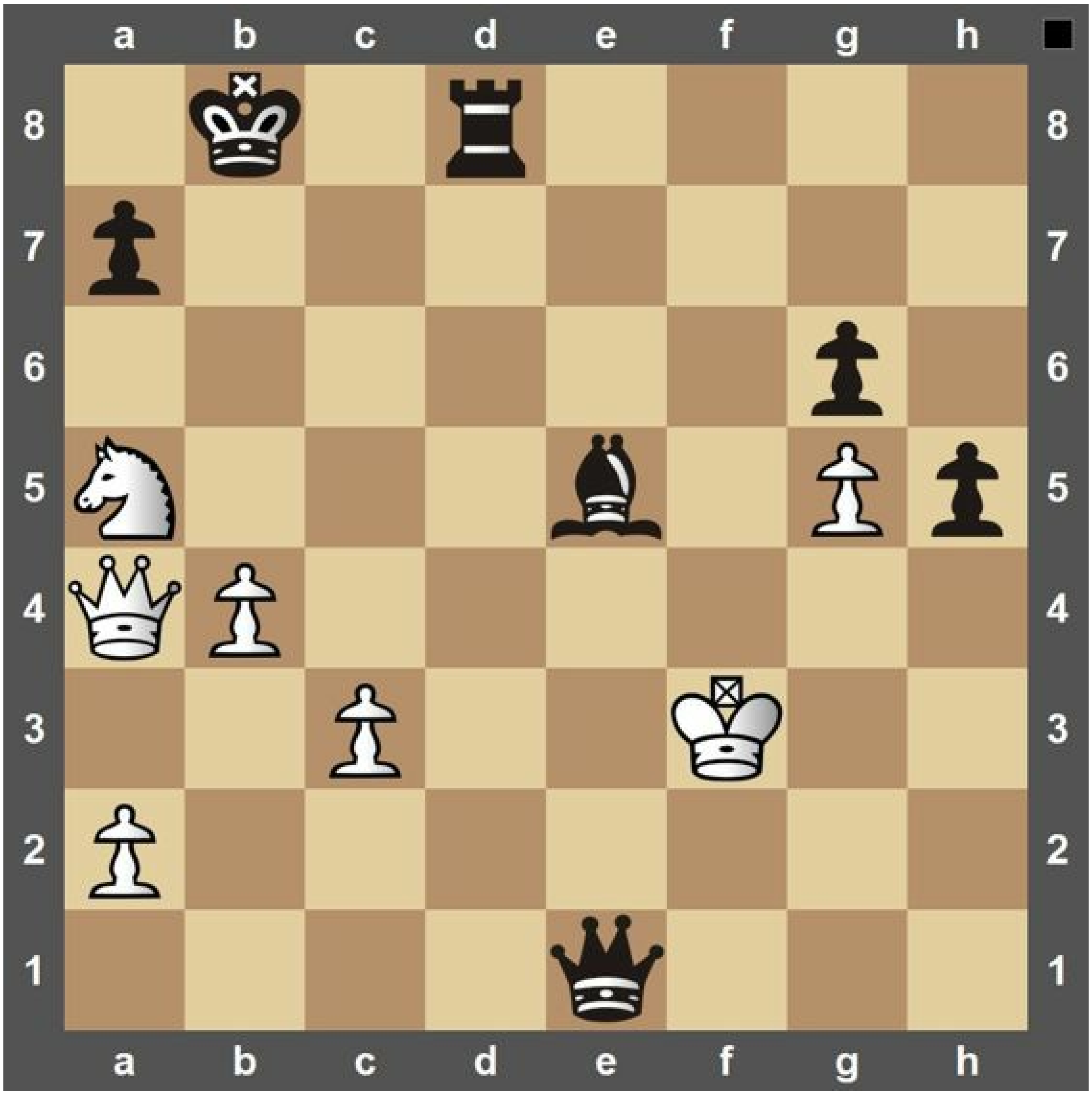
89: **1...Qf3+ 2.Kh4 Rh2#**



90: Black to move.

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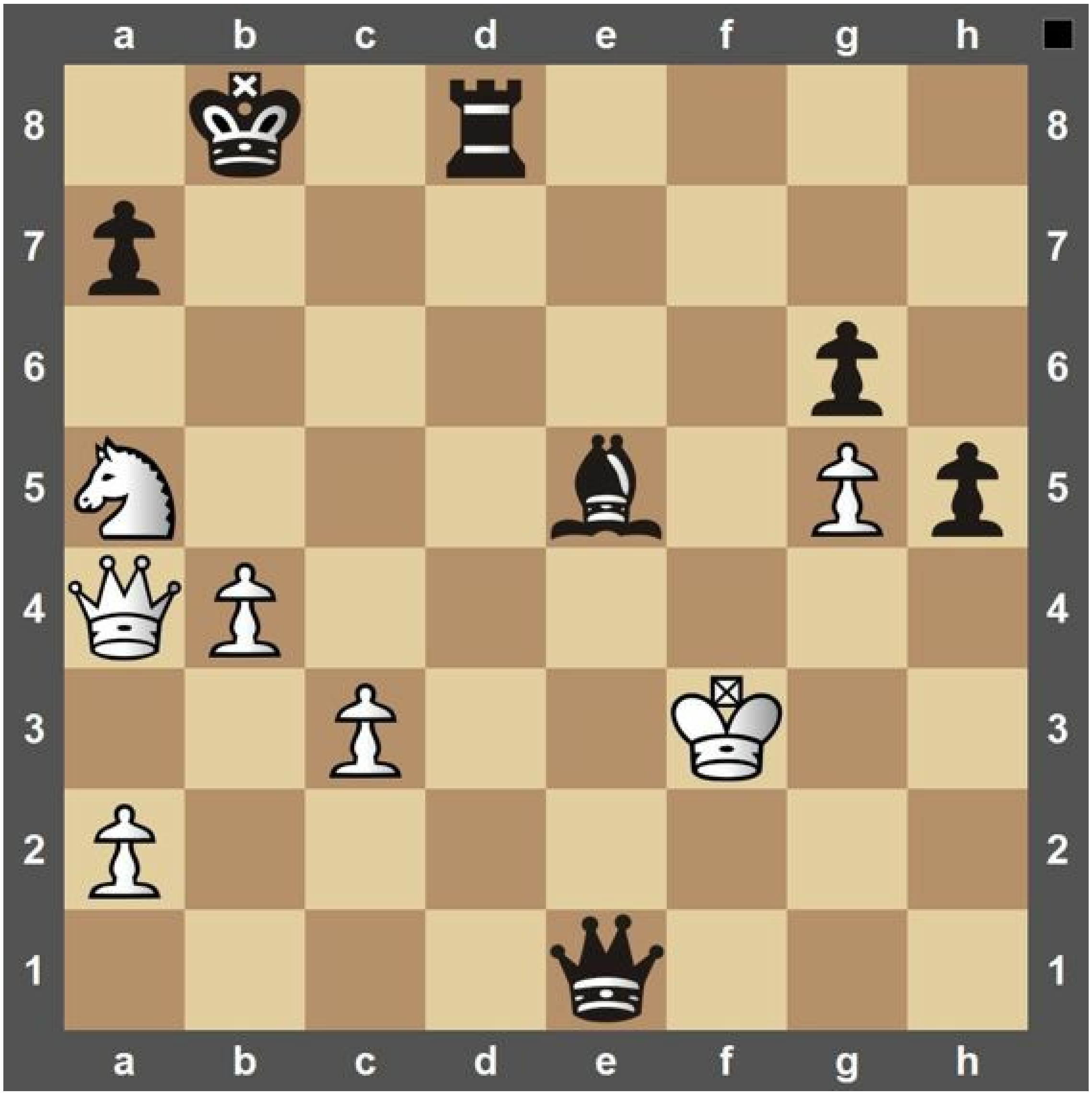
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90: 1...Rf8+ 2.Kg2 Qf1#

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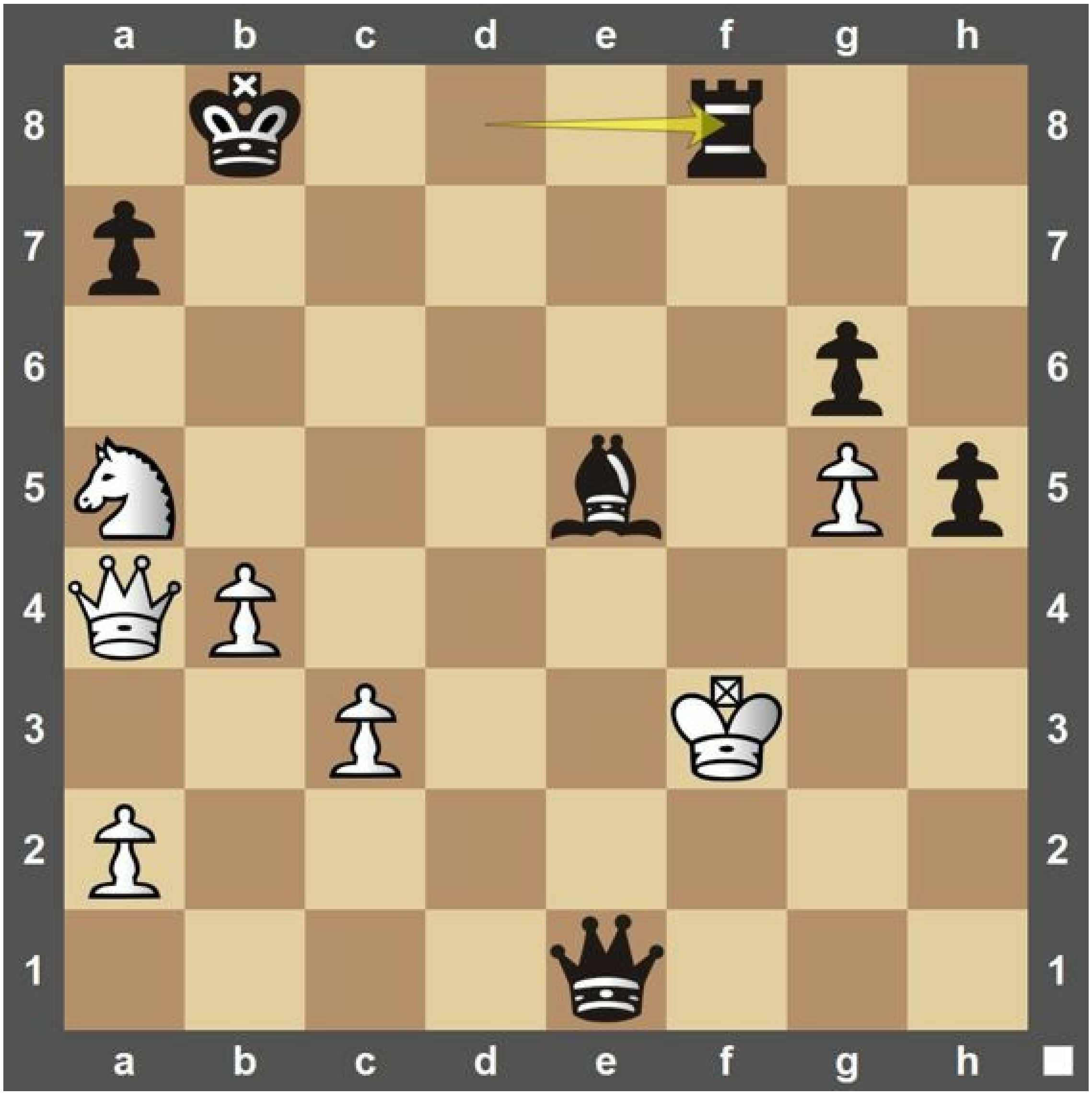
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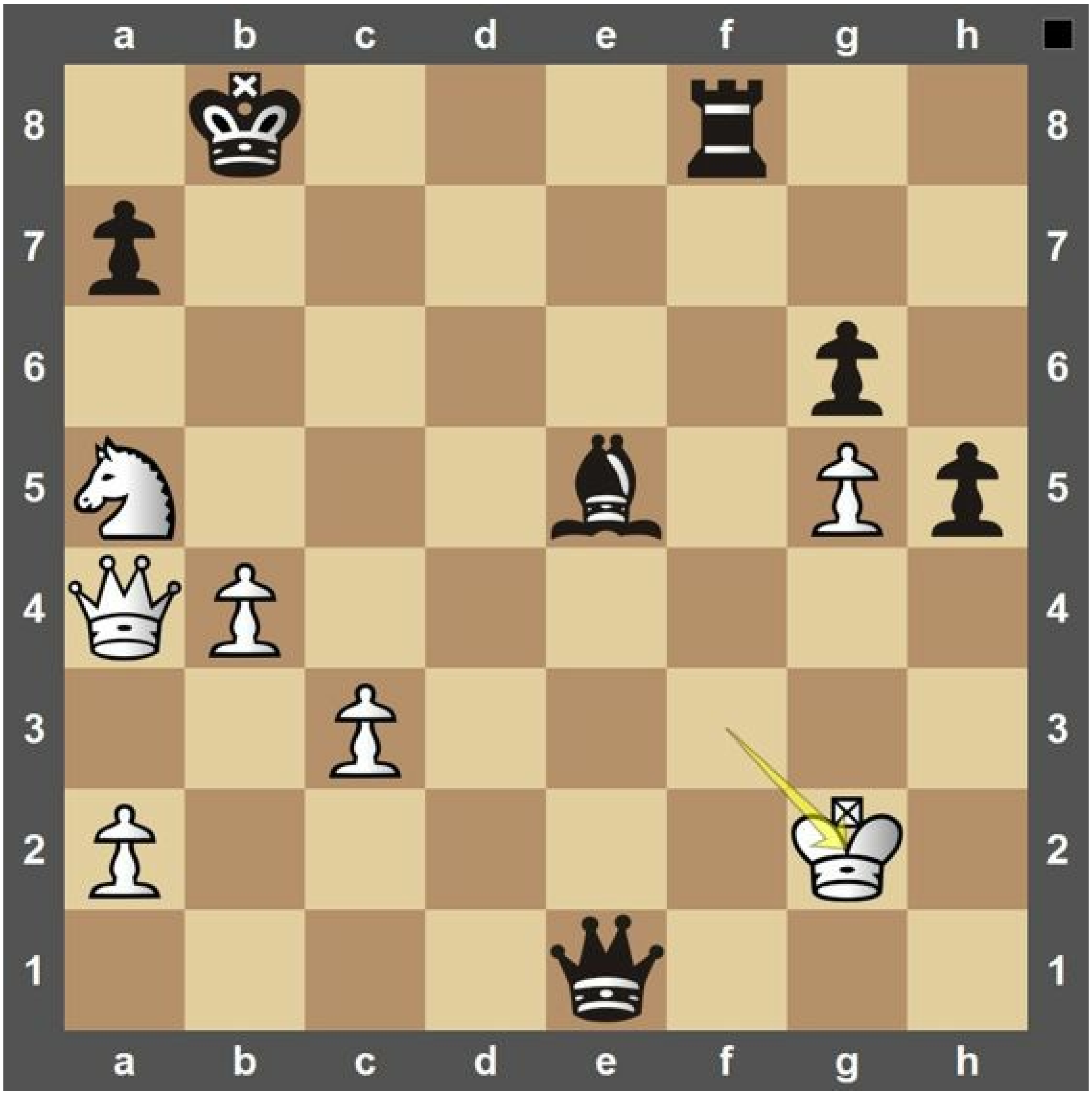
90: **1...Rf8+** 2.Kg2 Qf1#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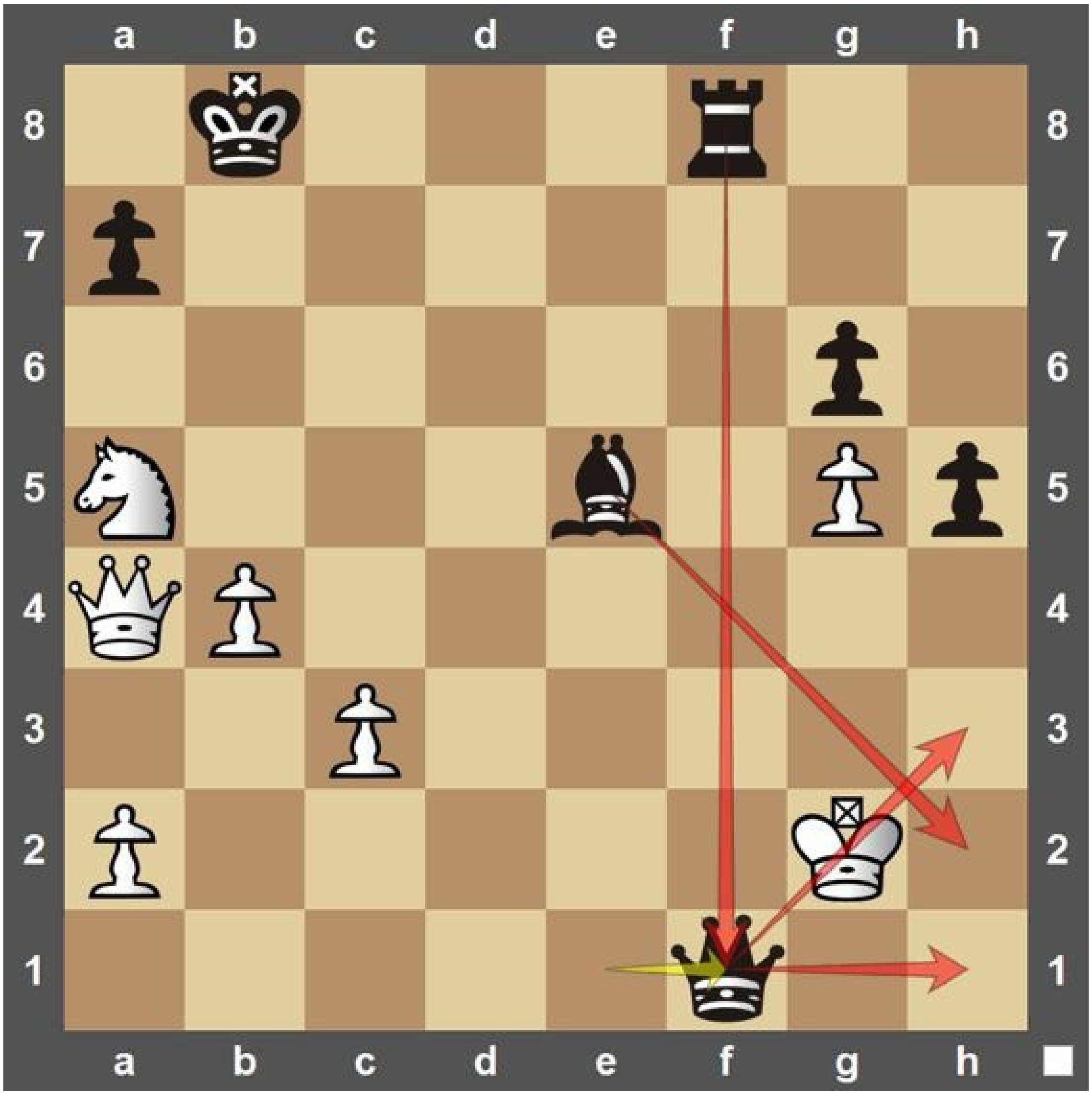
90: **1...Rf8+ 2.Kg2** Qf1#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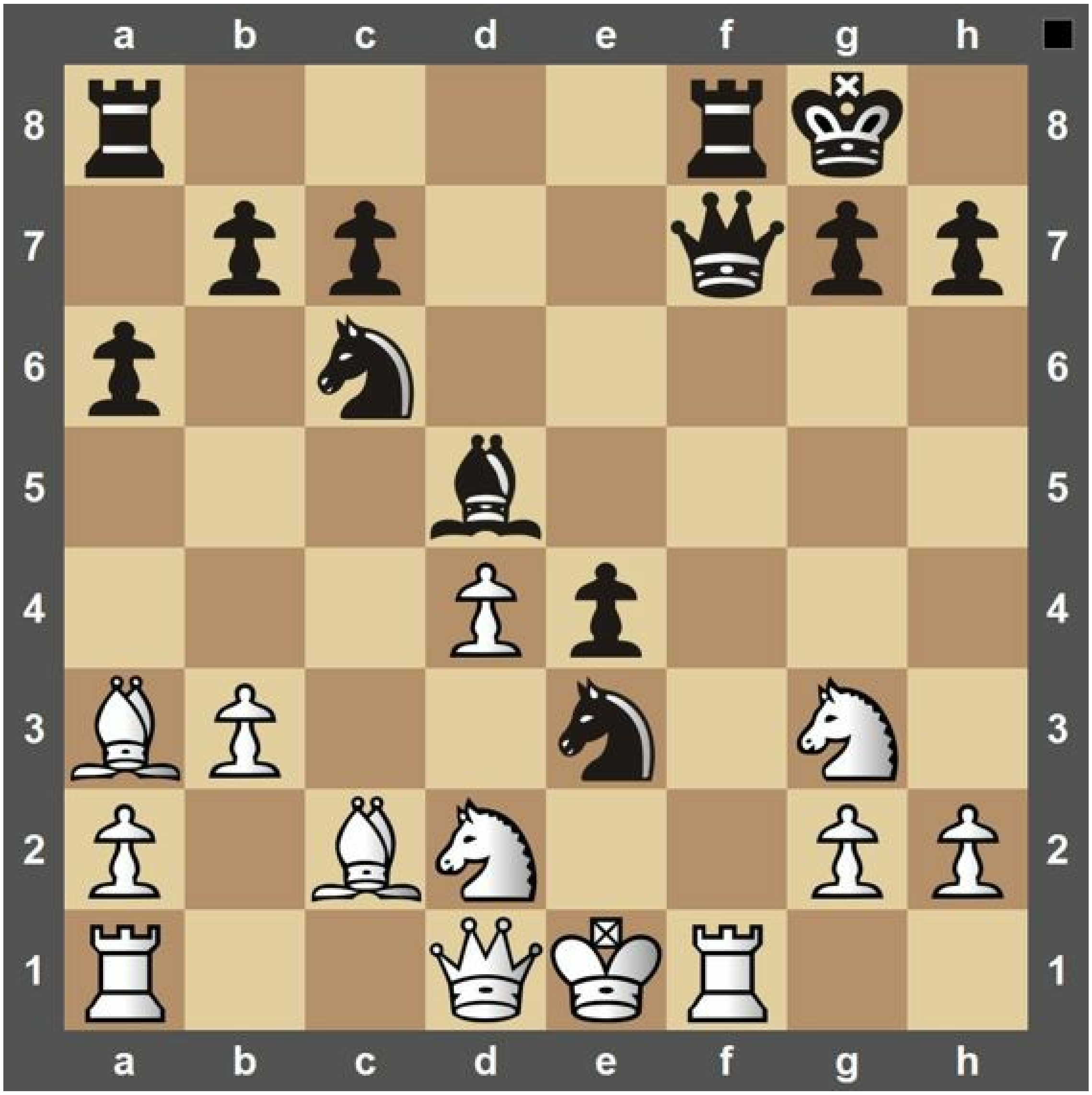
90: **1...Rf8+ 2.Kg2 Qf1#**



91: Black to move.

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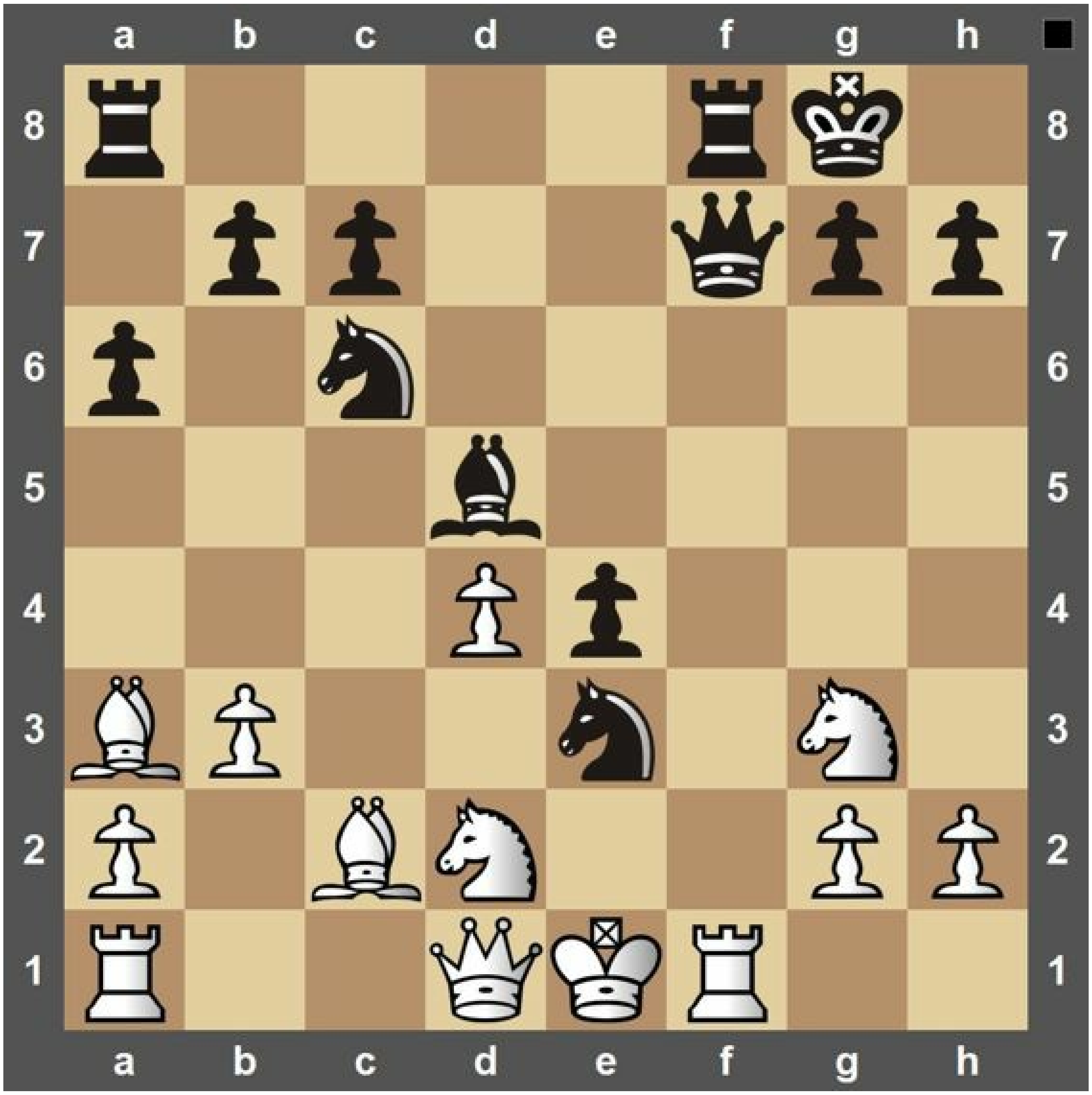
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91: 1...Nxg2+ 2.Ke2 Nxd4#

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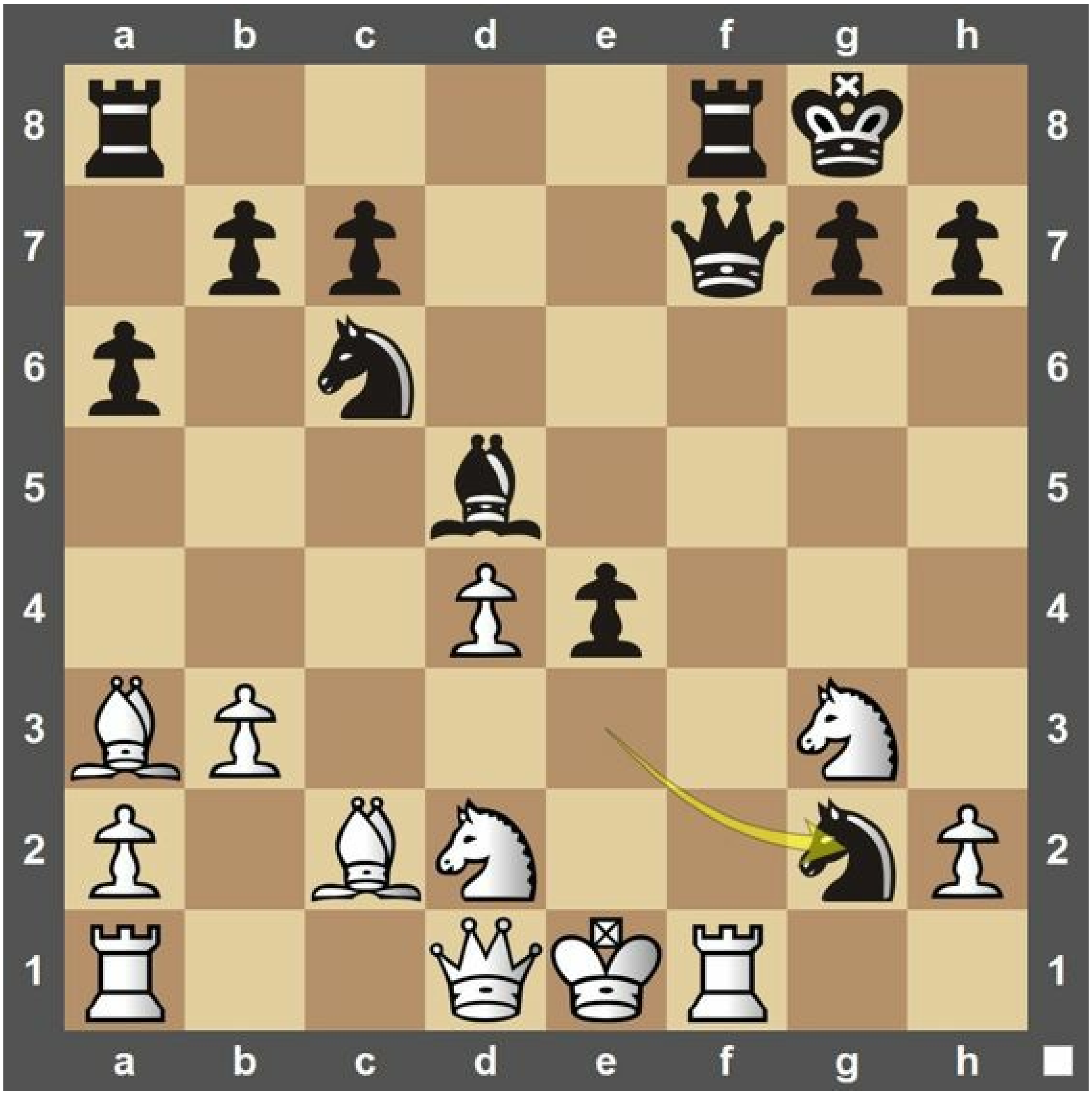
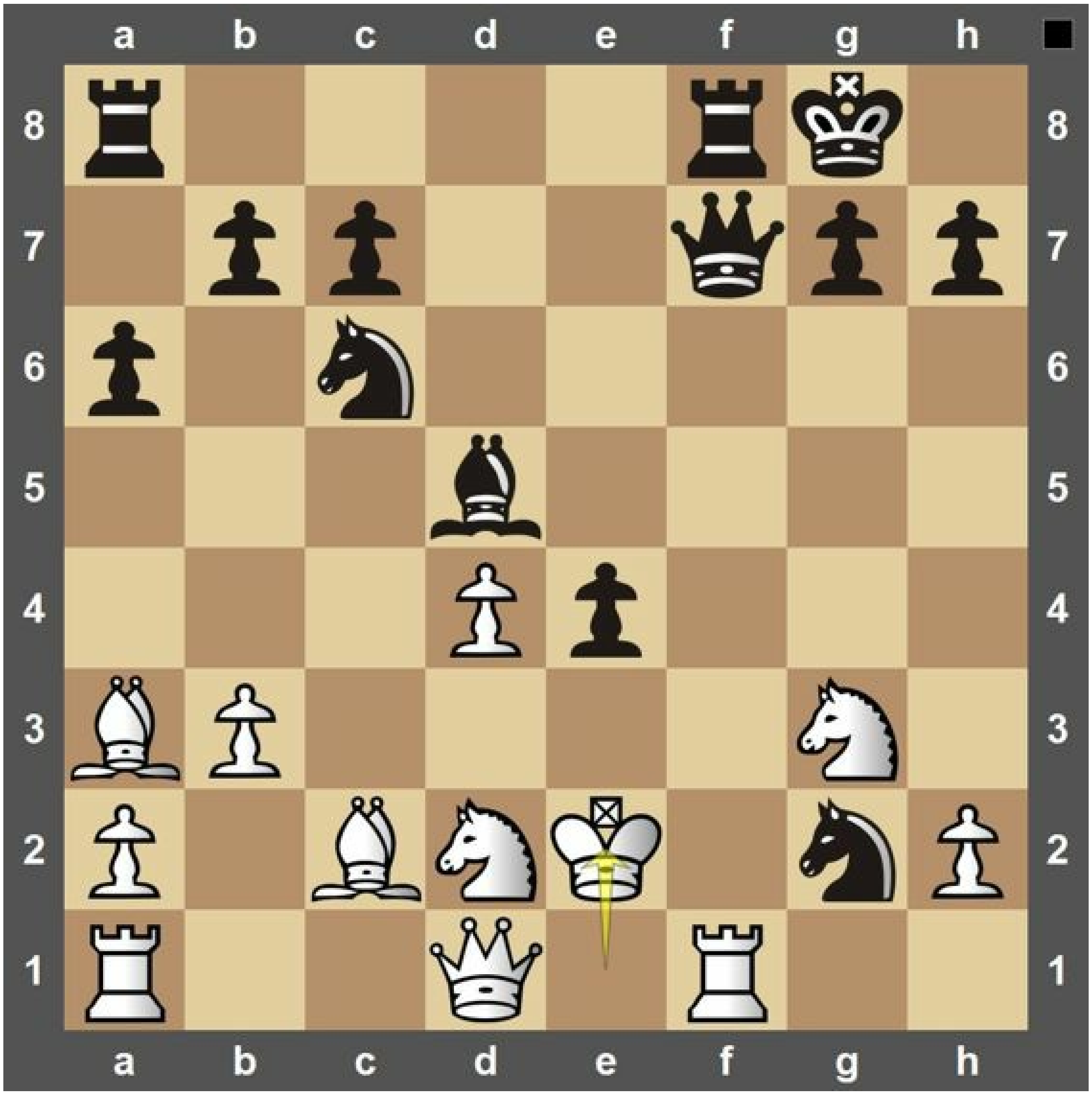


91: **1...Nxg2+** 2.Ke2 Nxd4#



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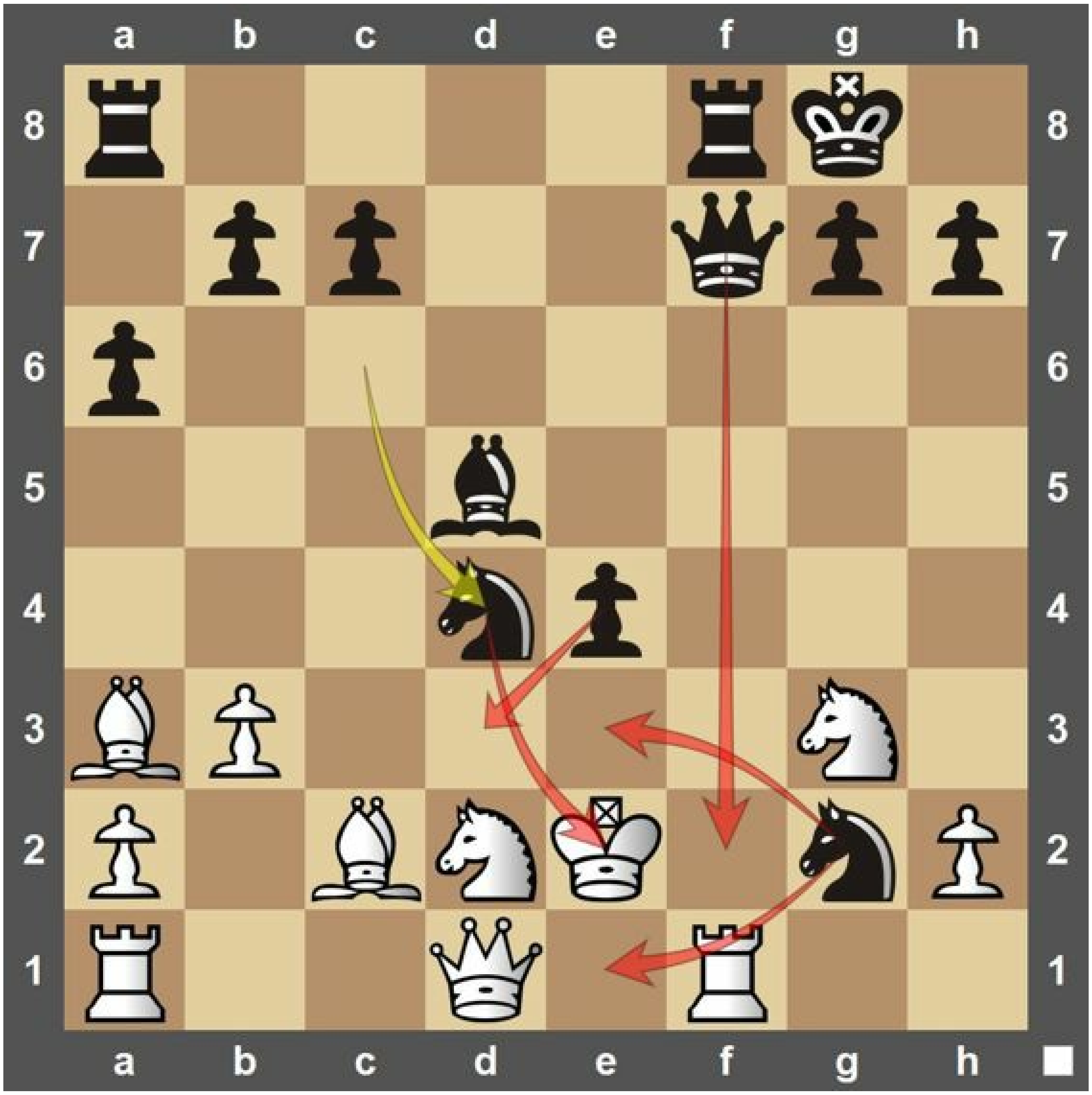
91: **1...Nxg2+ 2.Ke2** Nxd4#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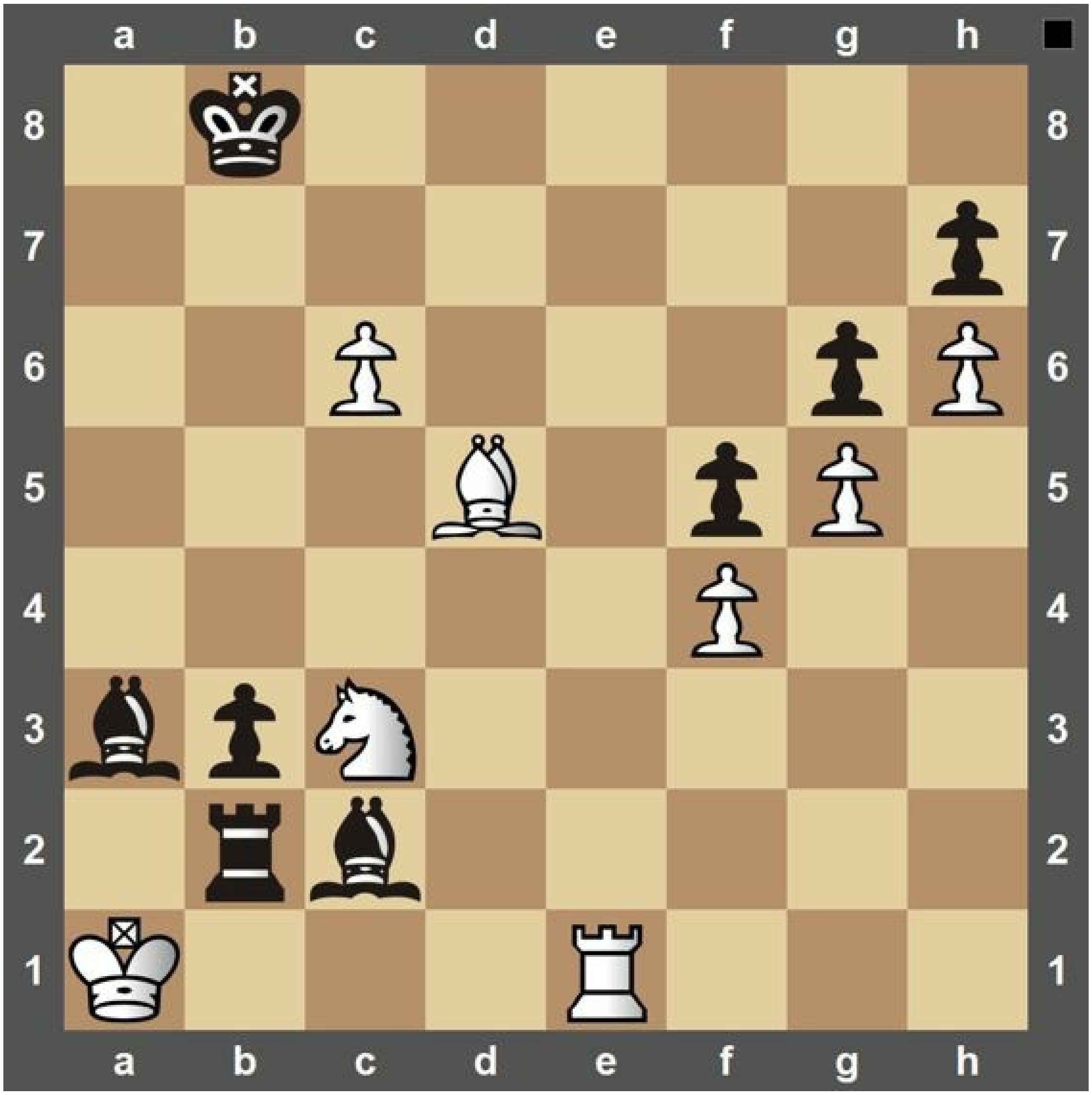
91: **1...Nxg2+ 2.Ke2 Nxd4#**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92: Black to move.

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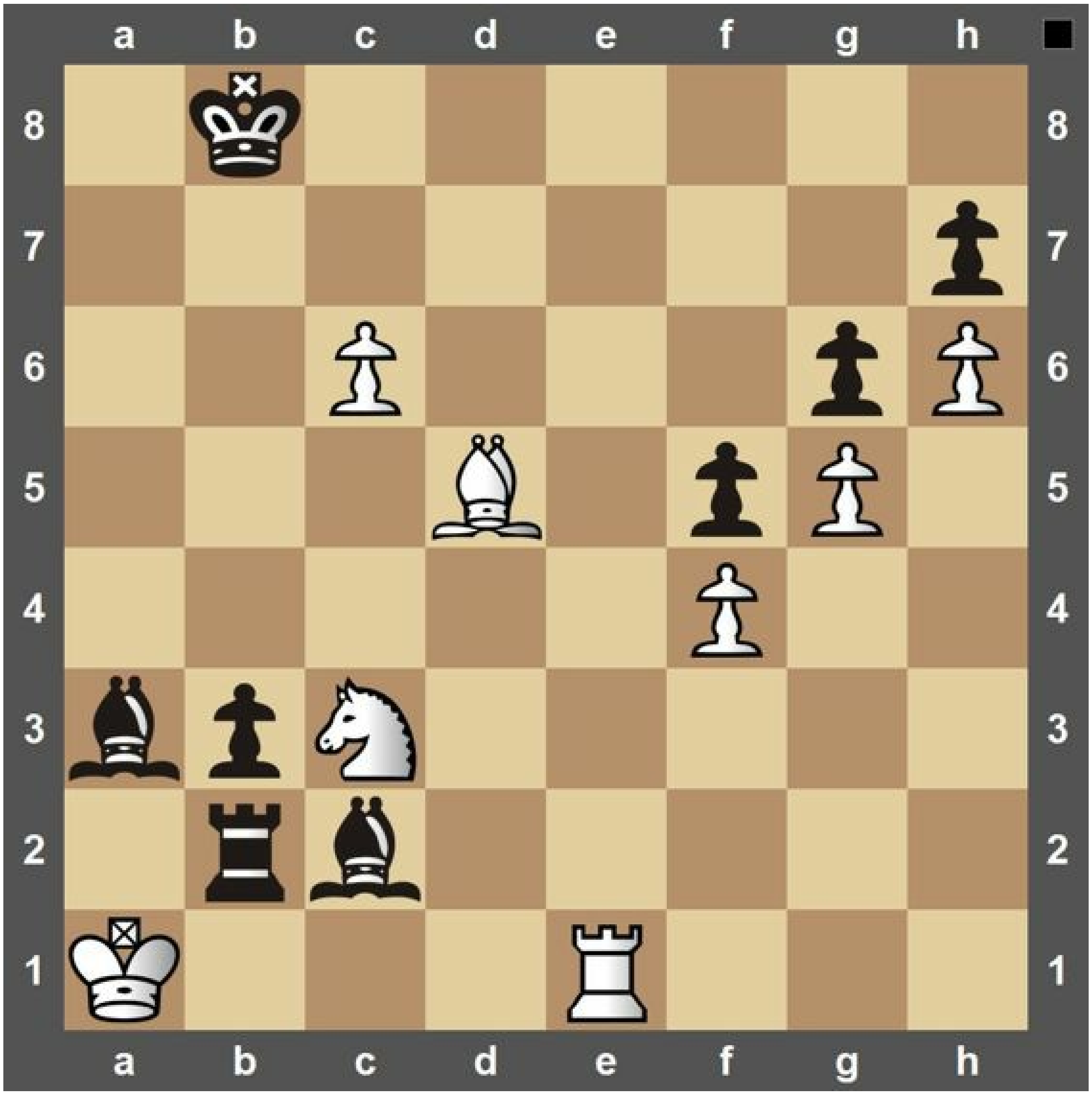
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92: 1...Ra2+ 2.Nxa2 b2#

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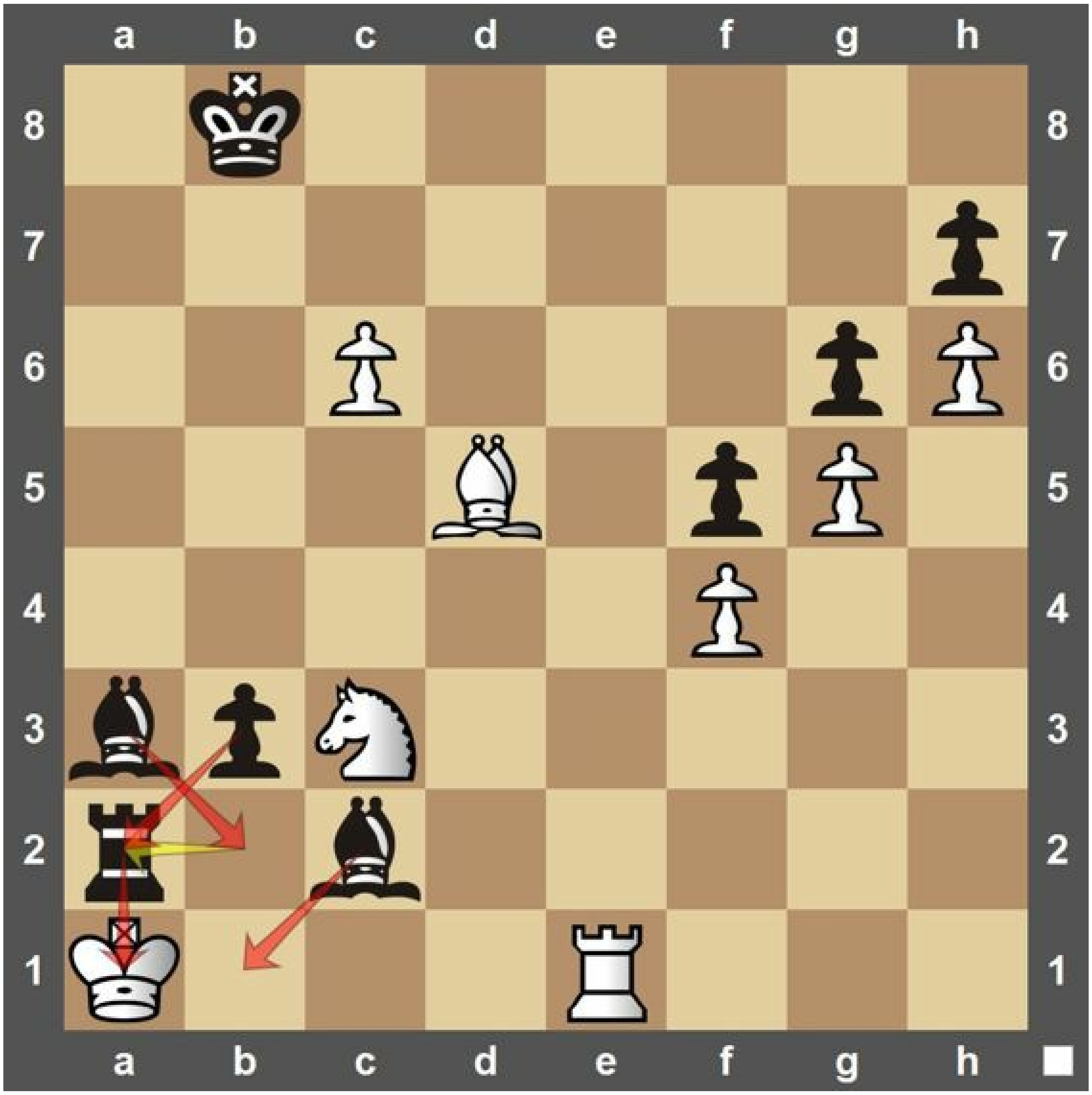
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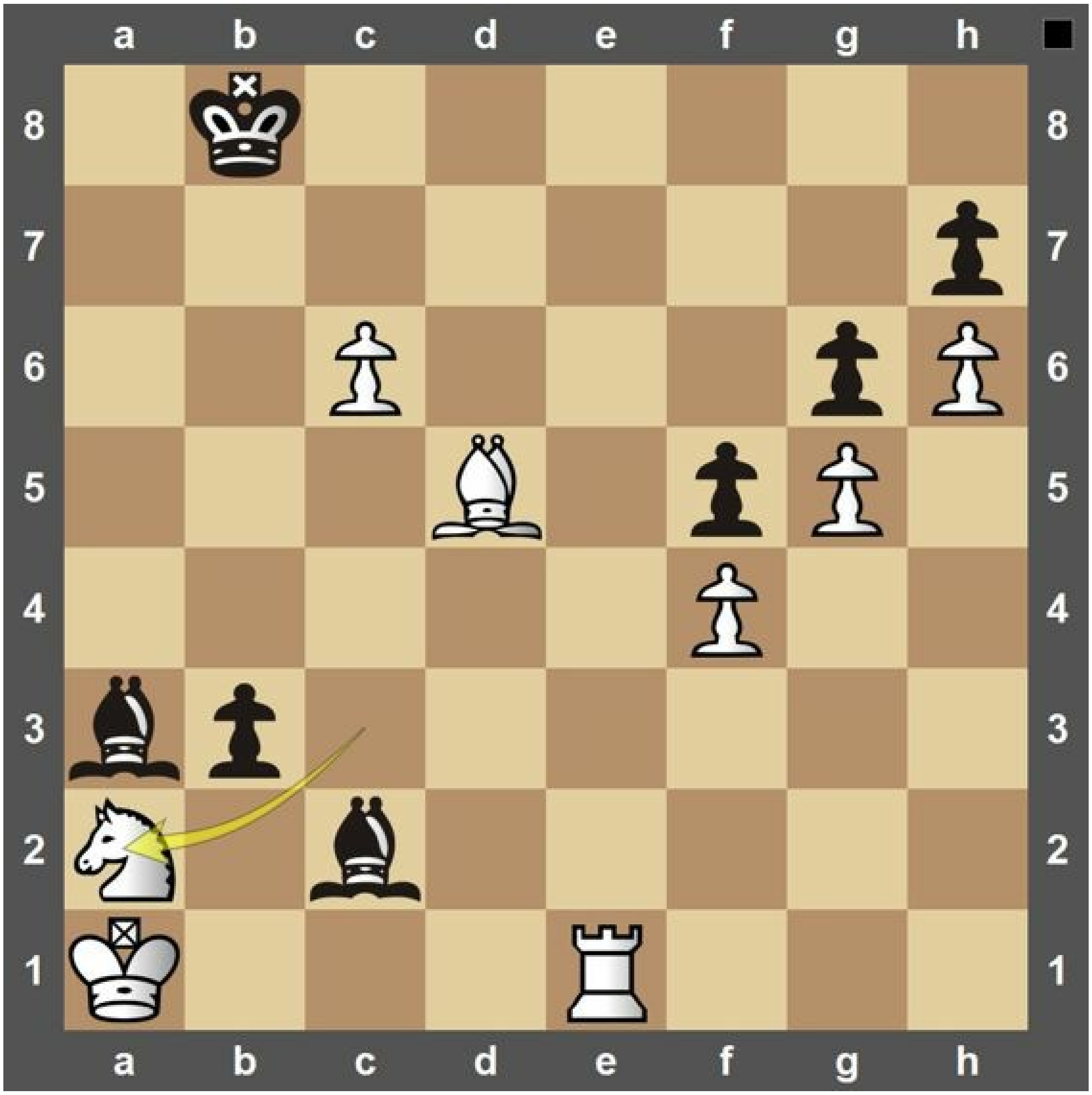
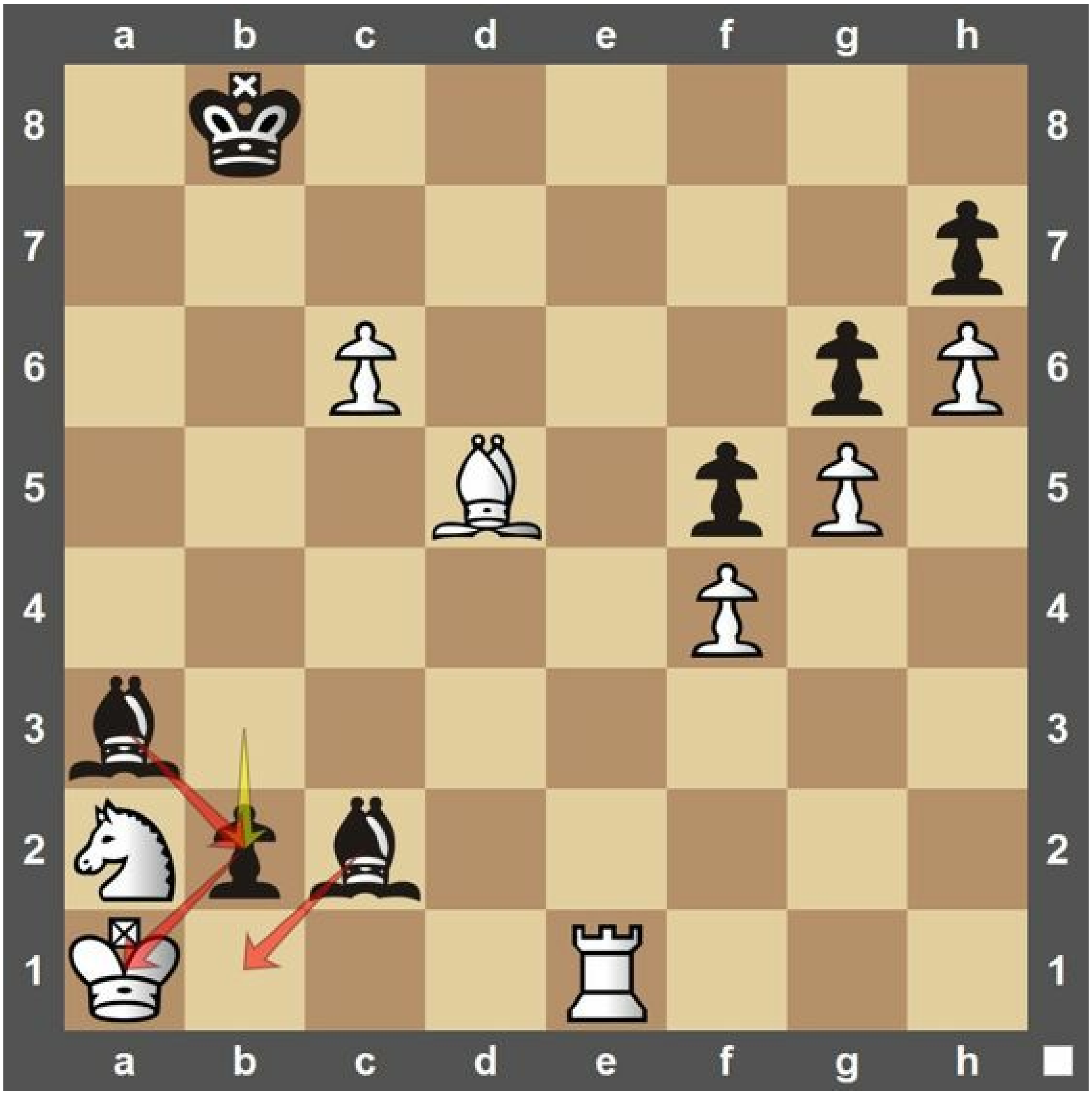
92: **1...Ra2+** 2.Nxa2 b2#



92: **1...Ra2+ 2.Nxa2** b2#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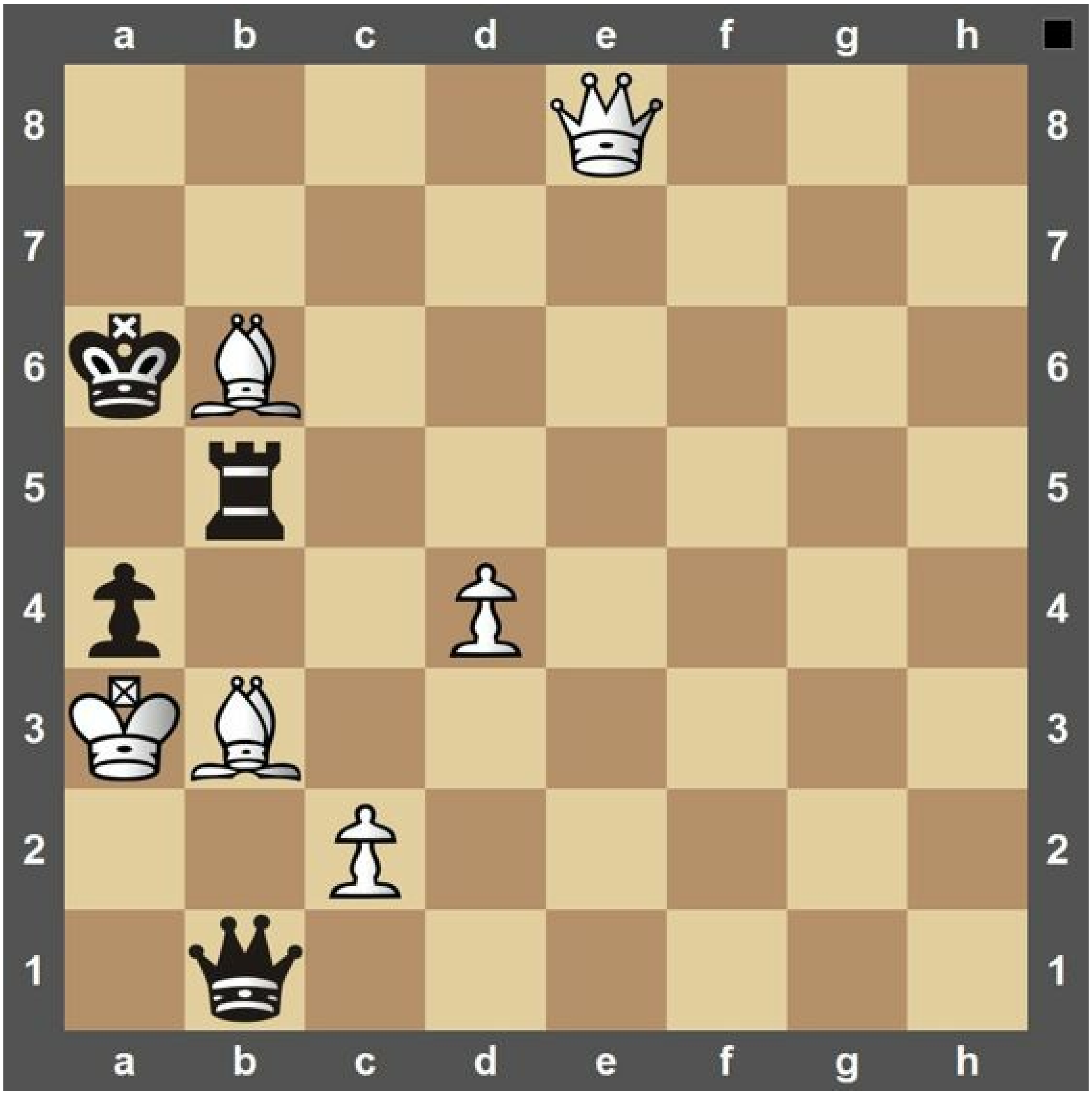
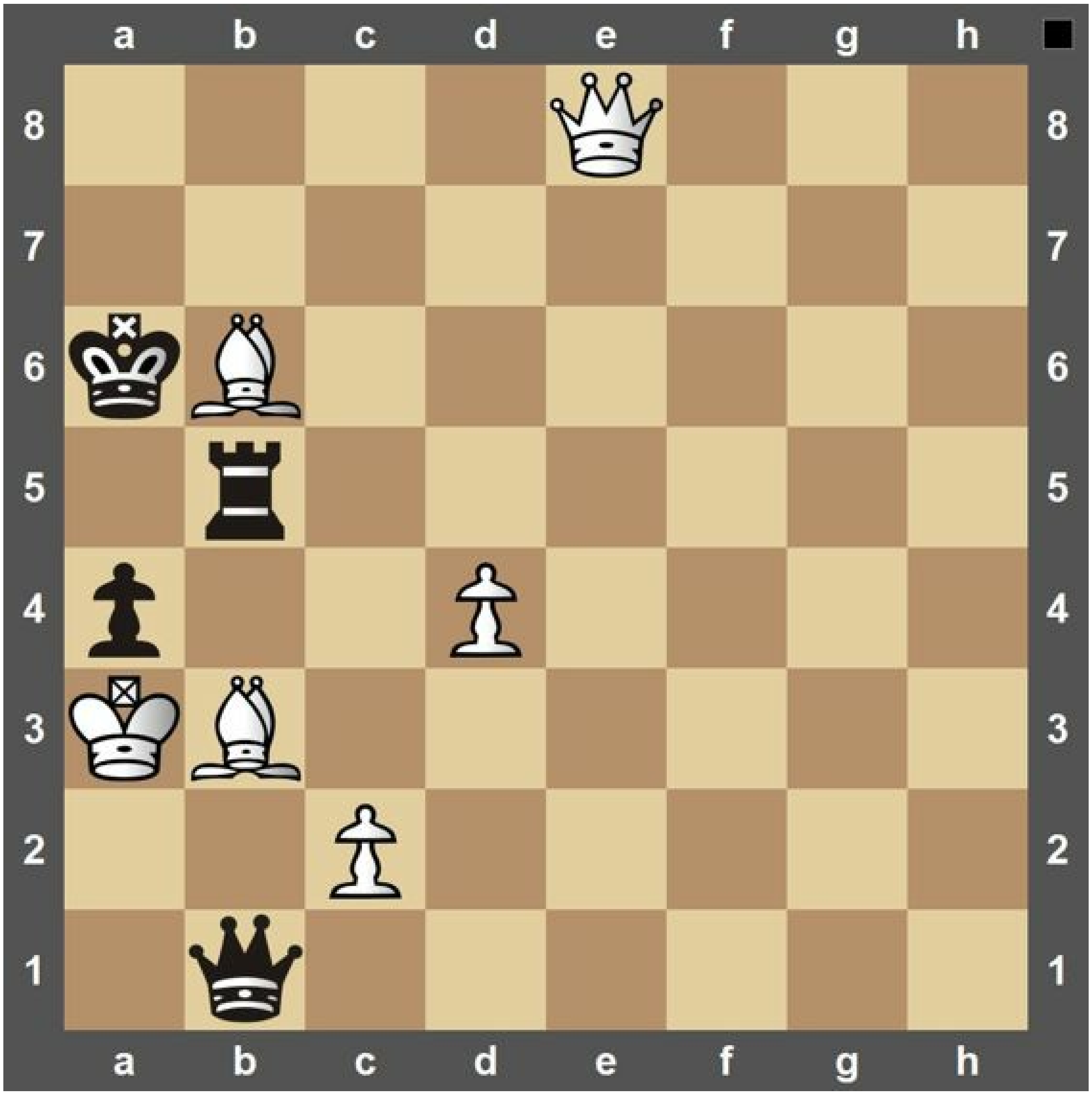
92: **1...Ra2+ 2.Nxa2 b2#**



93: Black to move.

[Back] [Next]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93: 1...Rxb3+ 2.cxb3 [2.Kxa4 Qa2#] 2...Qxb3#

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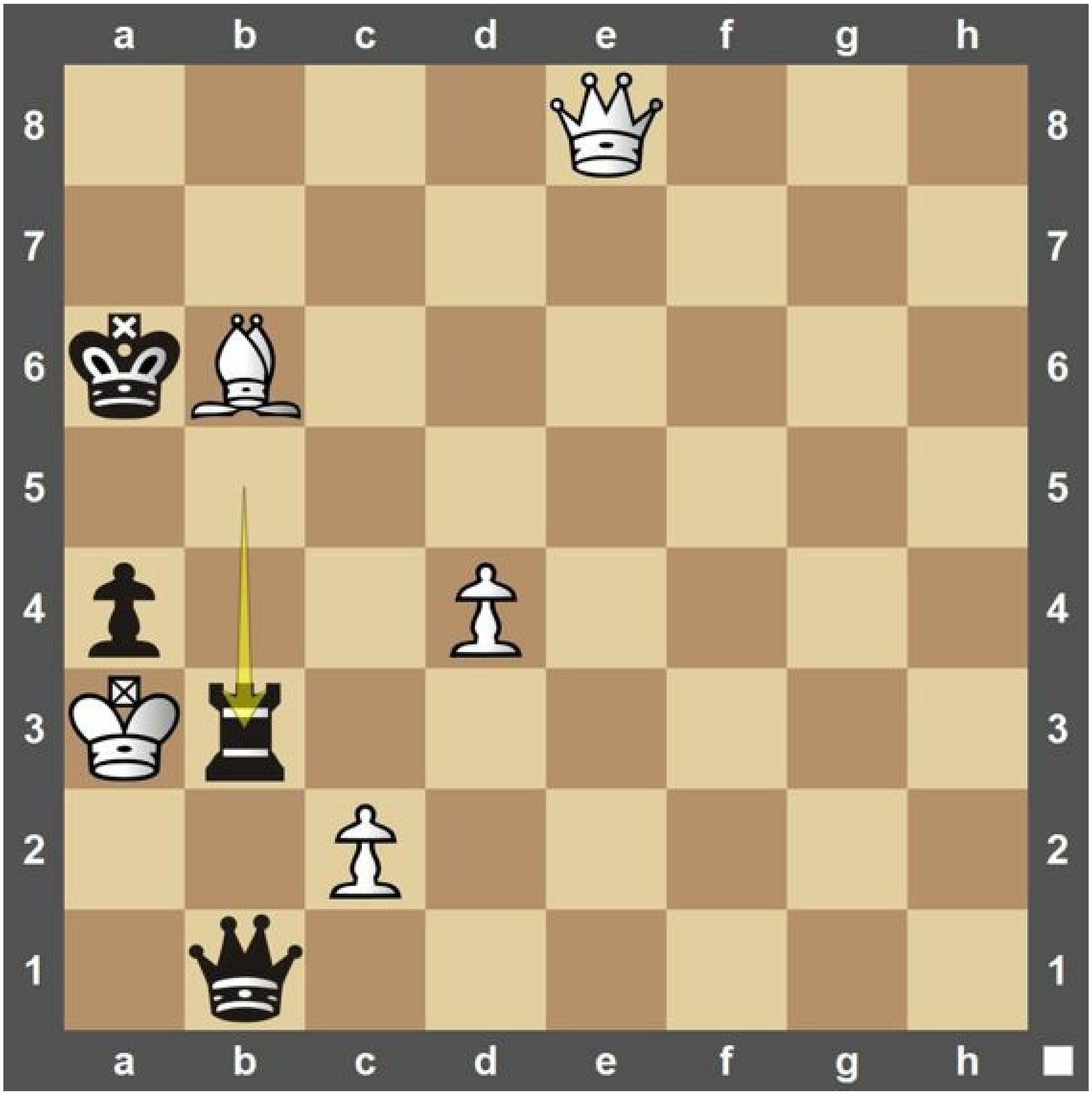
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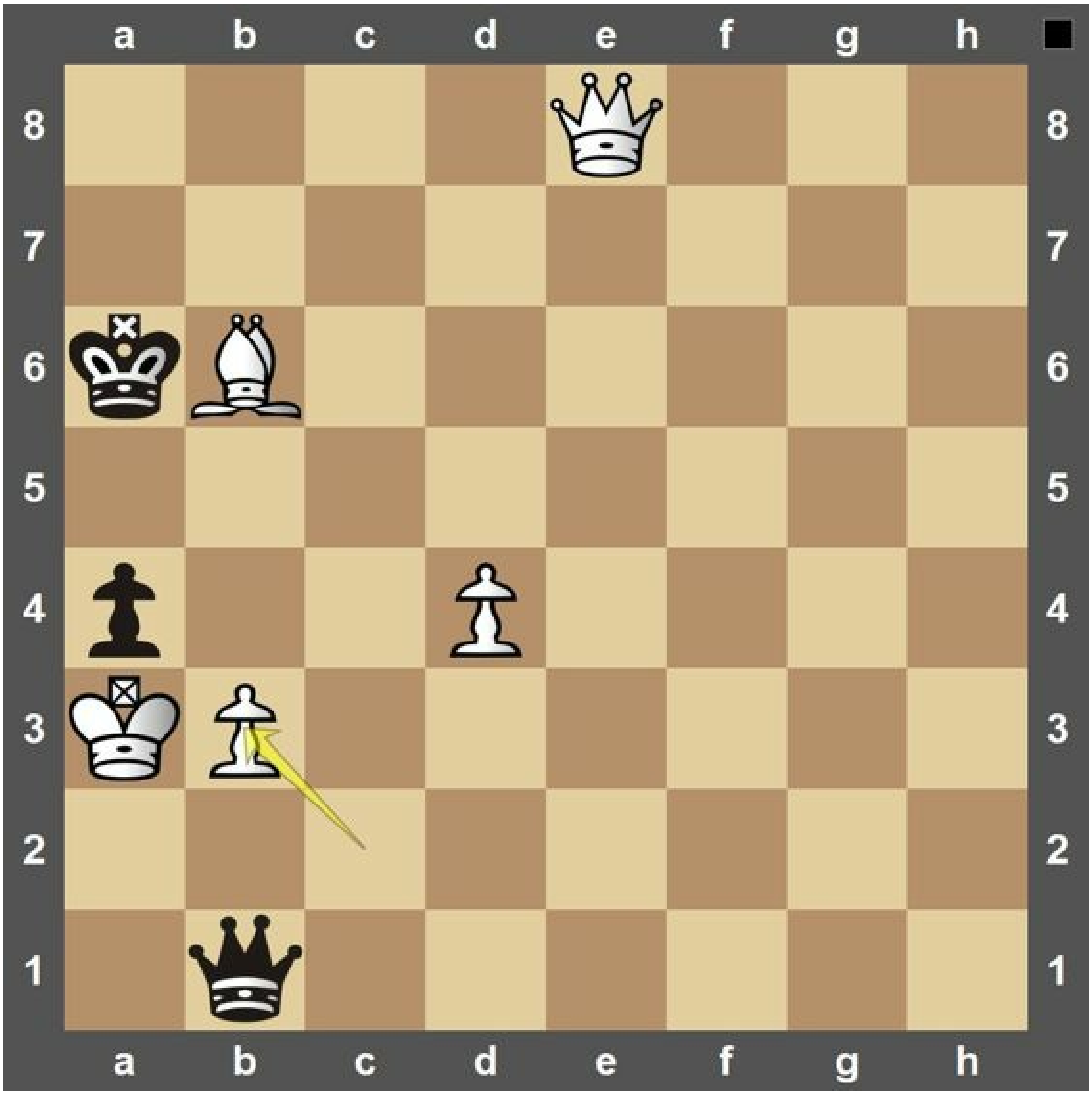
93: **1...Rxb3+** 2.cxb3 [2.Kxa4 Qa2#] 2...Qxb3#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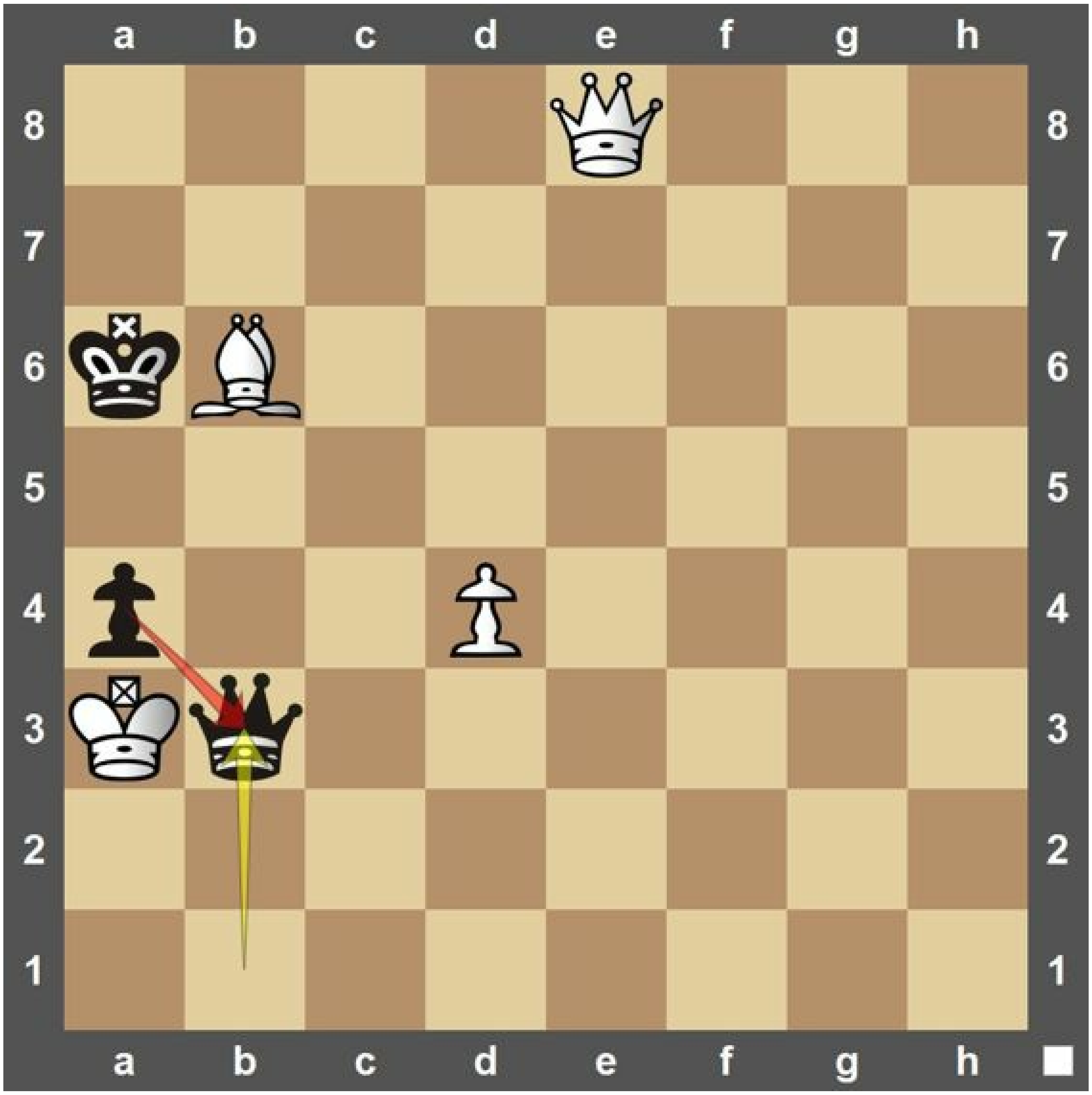
93: **1...Rxb3+ 2.cxb3** [2.Kxa4 Qa2#] 2...Qxb3#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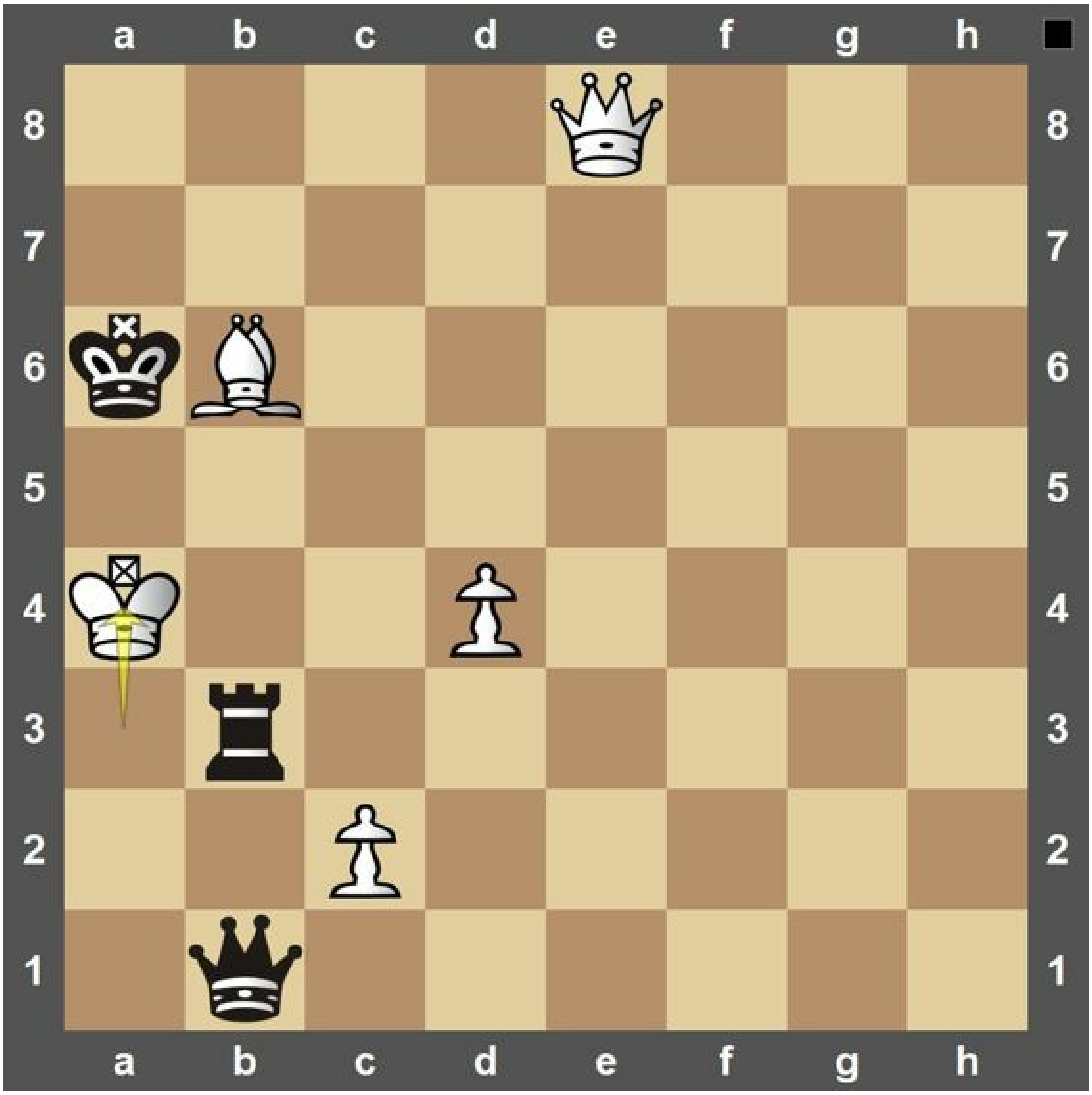
8 7 6 5 4 3 2 1

93: **1...Rxb3+ 2.cxb3** [2.Kxa4 Qa2#] **2...Qxb3#**



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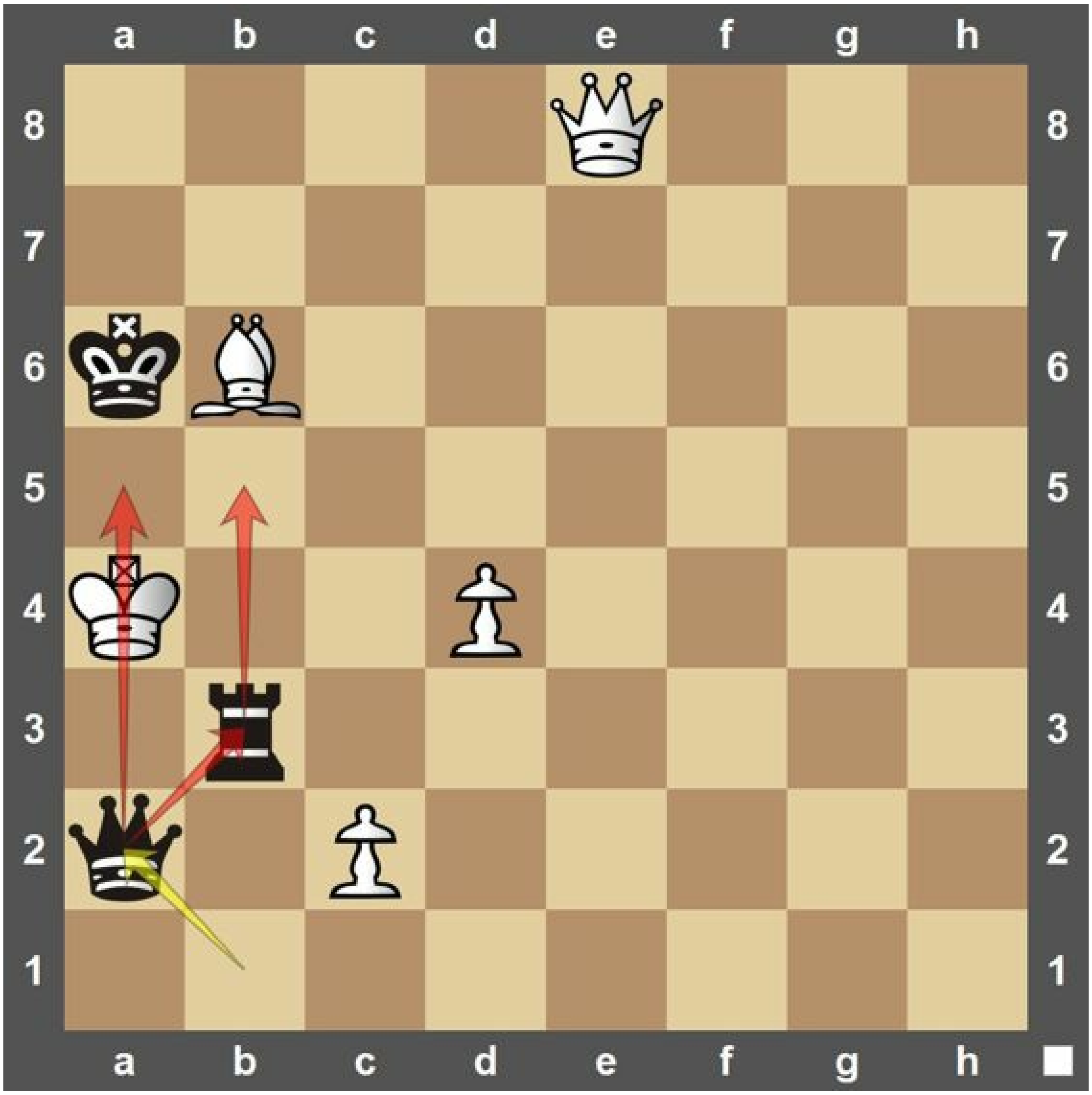
93: **1...Rxb3+** 2.cxb3 [**2.Kxa4** Qa2#] 2...Qxb3#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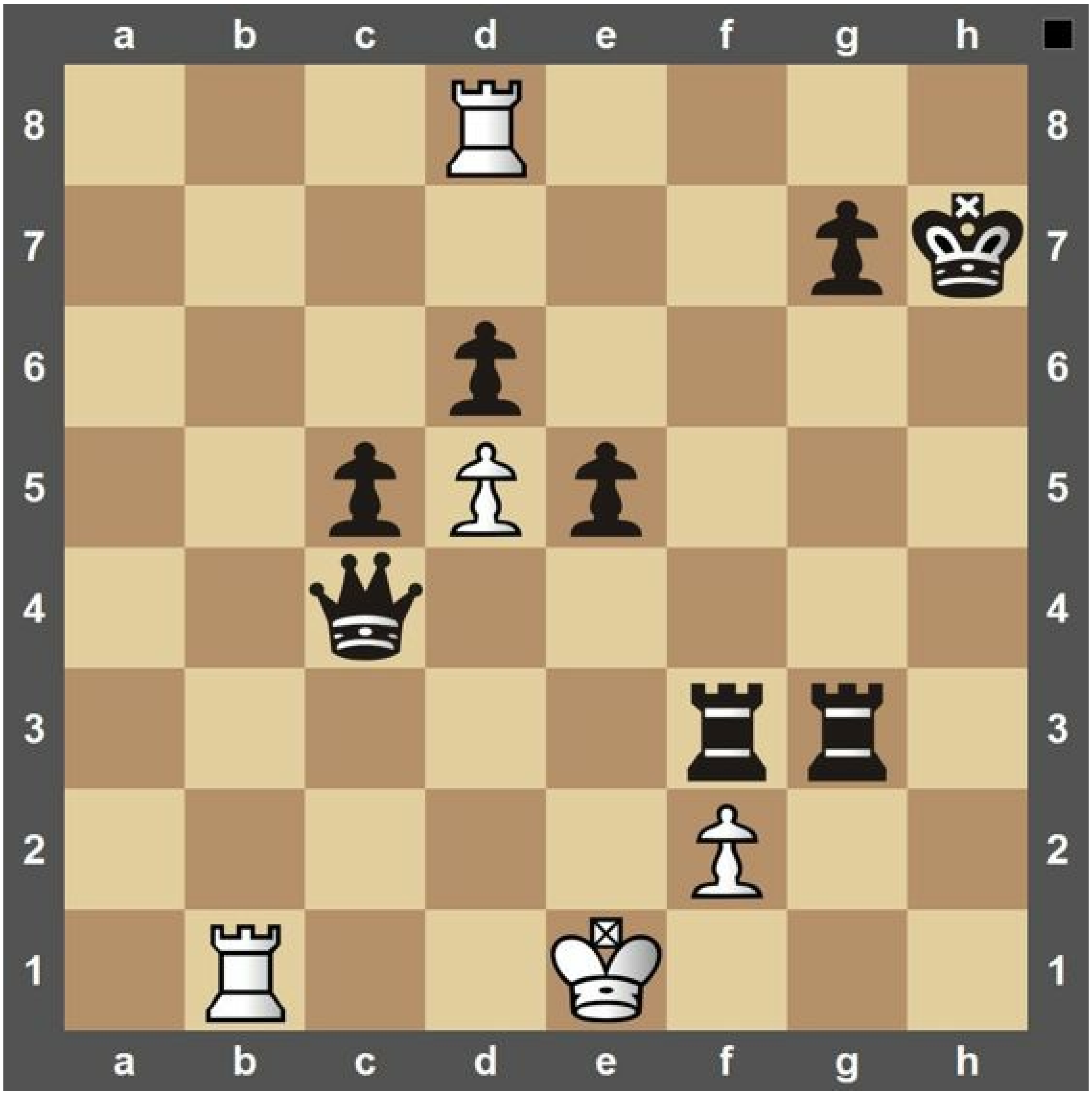
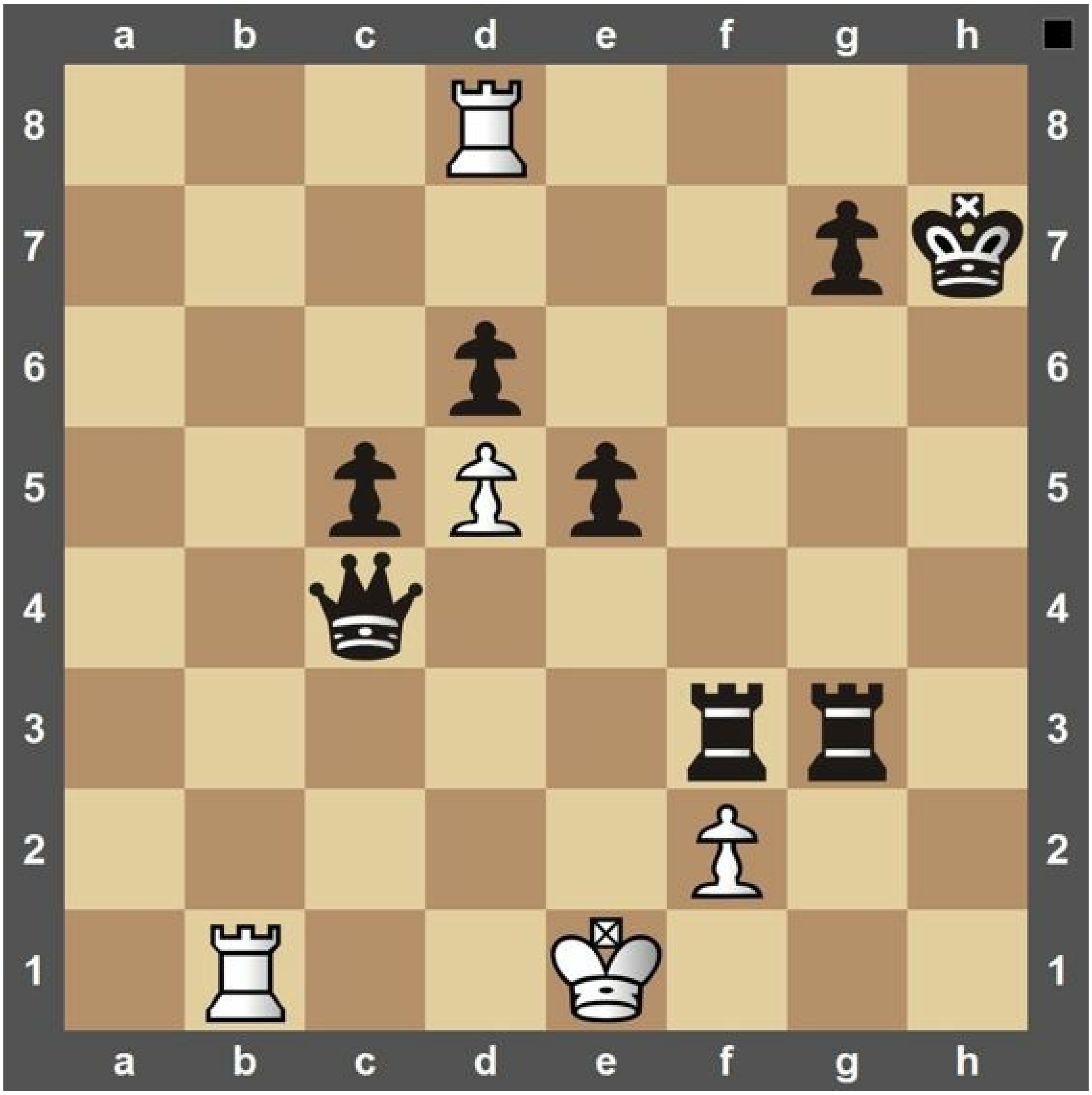
93: **1...Rxb3+** 2.cxb3 [**2.Kxa4 Qa2#**] 2...Qxb3#



94: Black to move.

[Back] [Next]



94: 1...Rg1+ 2.Kd2 Qd3#

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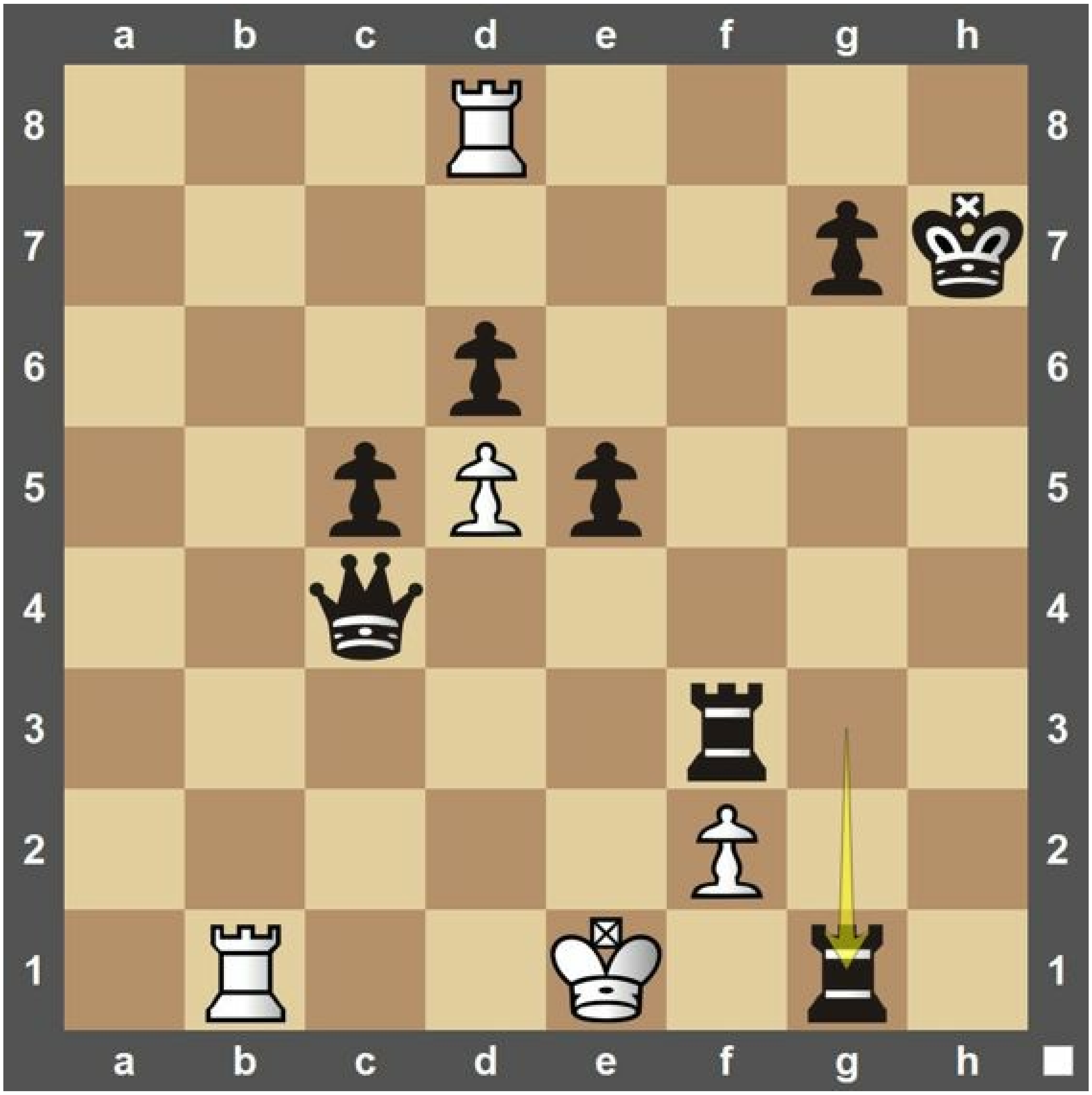
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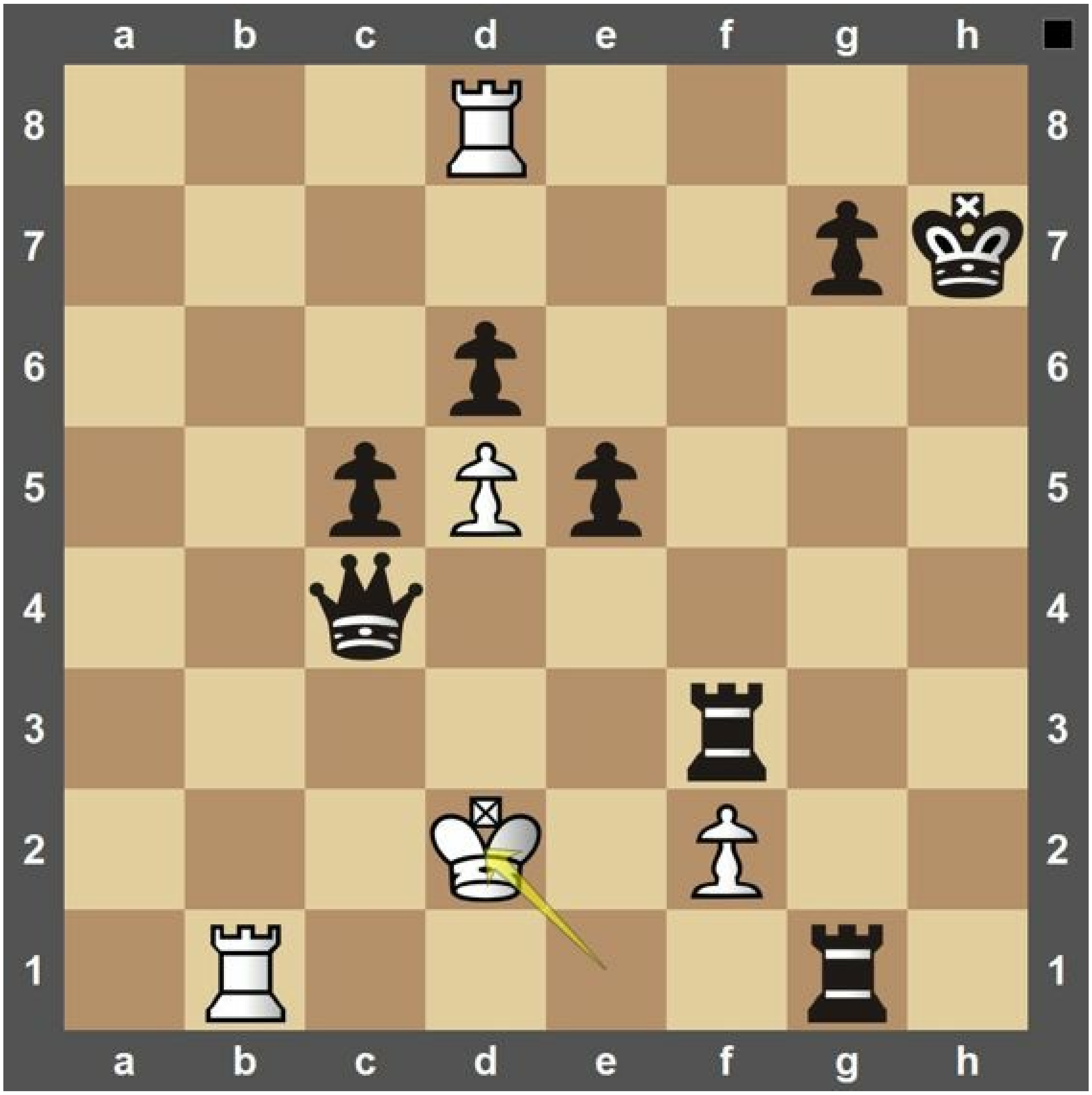
94: **1...Rg1+** 2.Kd2 Qd3#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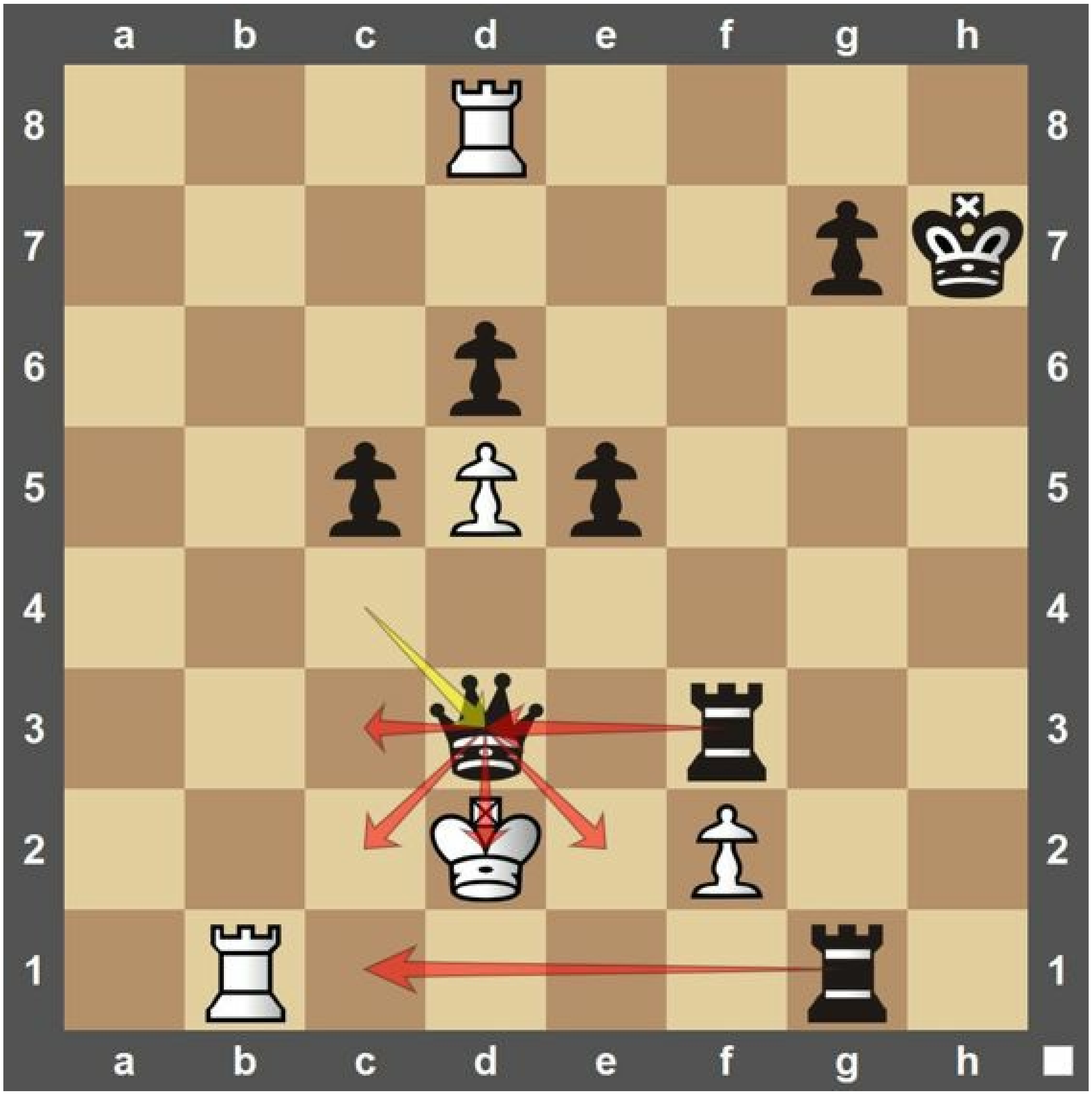
94: **1...Rg1+ 2.Kd2** Qd3#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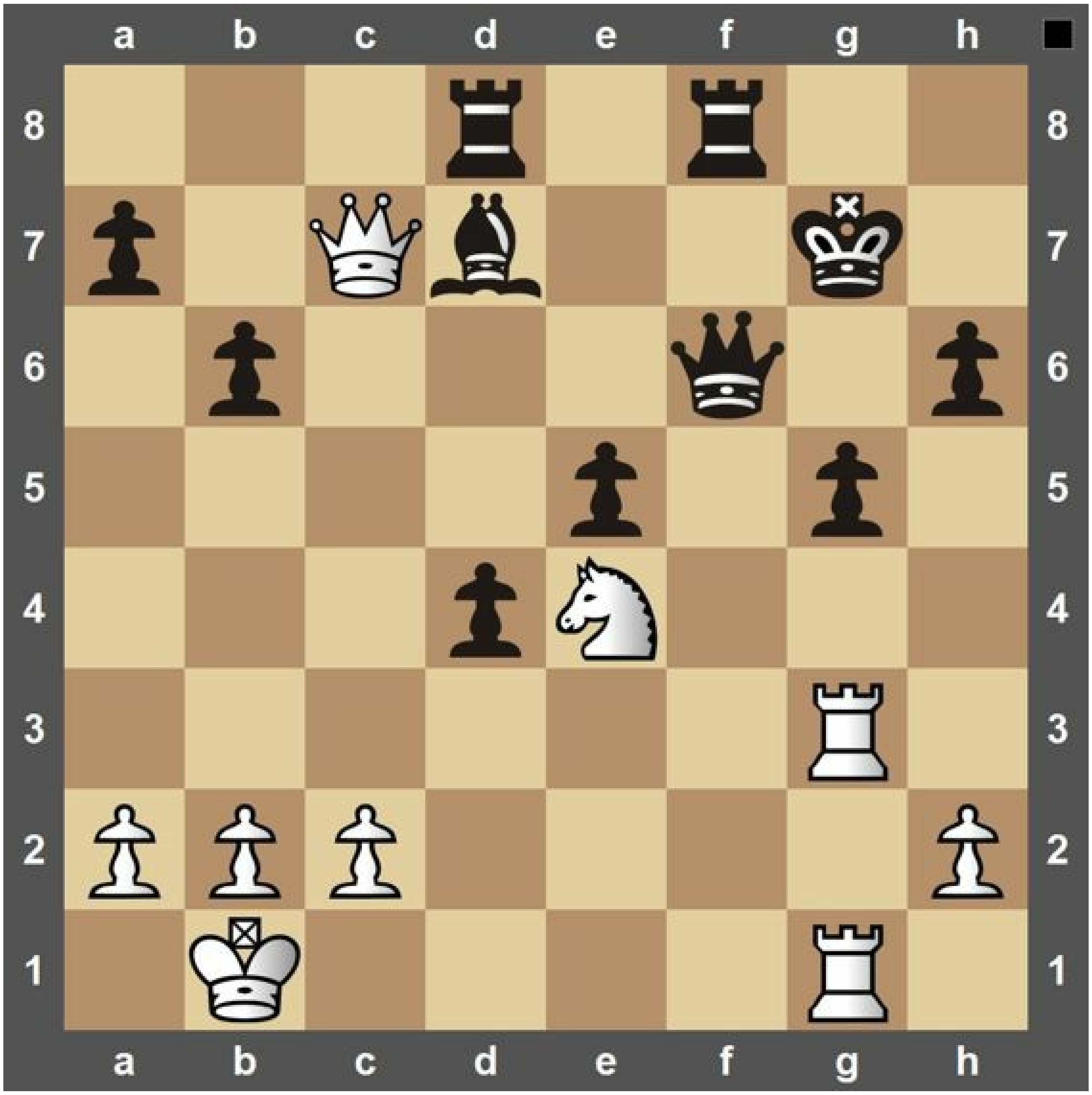
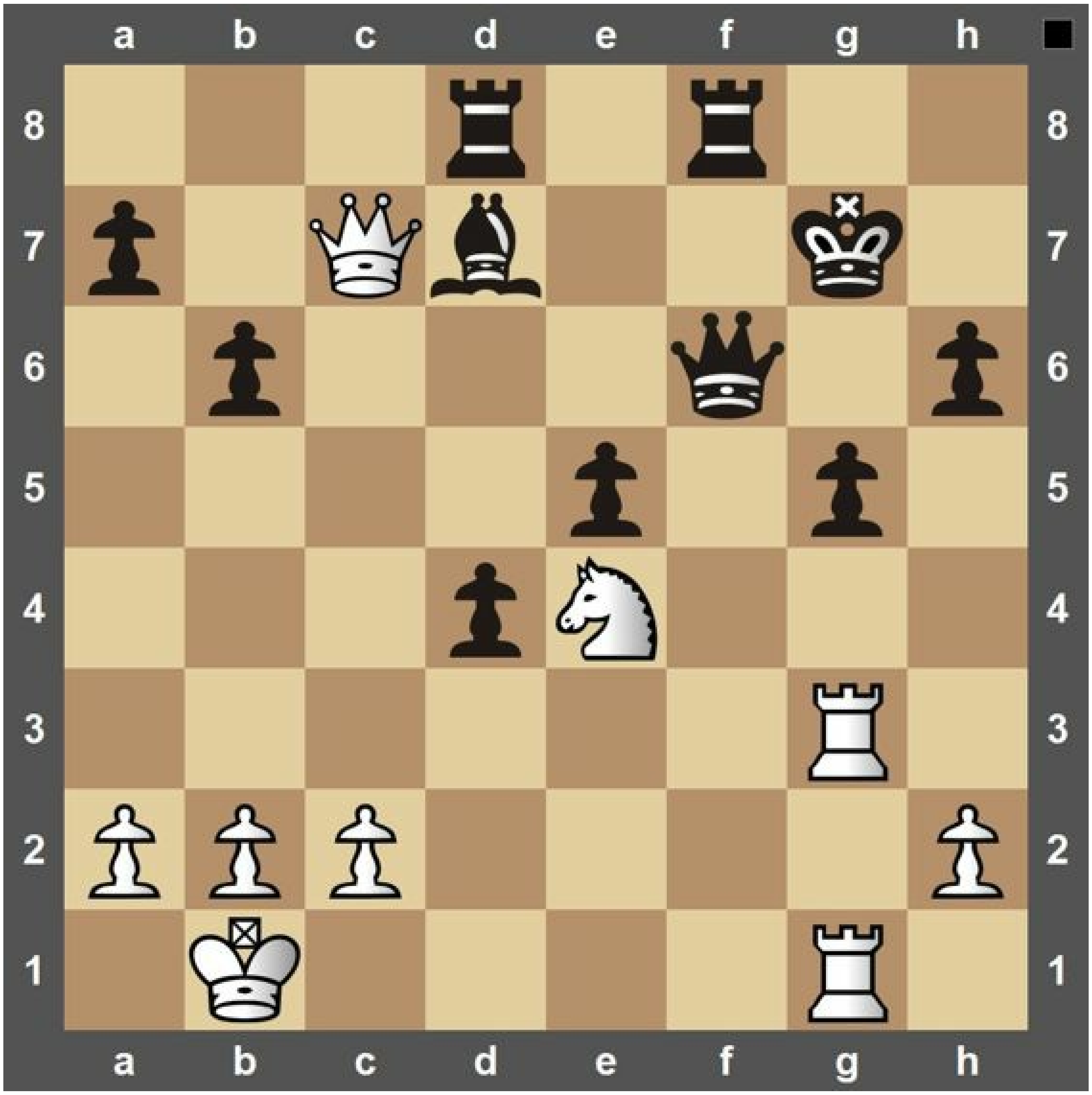
94: **1...Rg1+ 2.Kd2 Qd3#**



95: Black to move.

[Back] [Next]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95: 1...Qf1+ 2.Rxf1 Rxf1#

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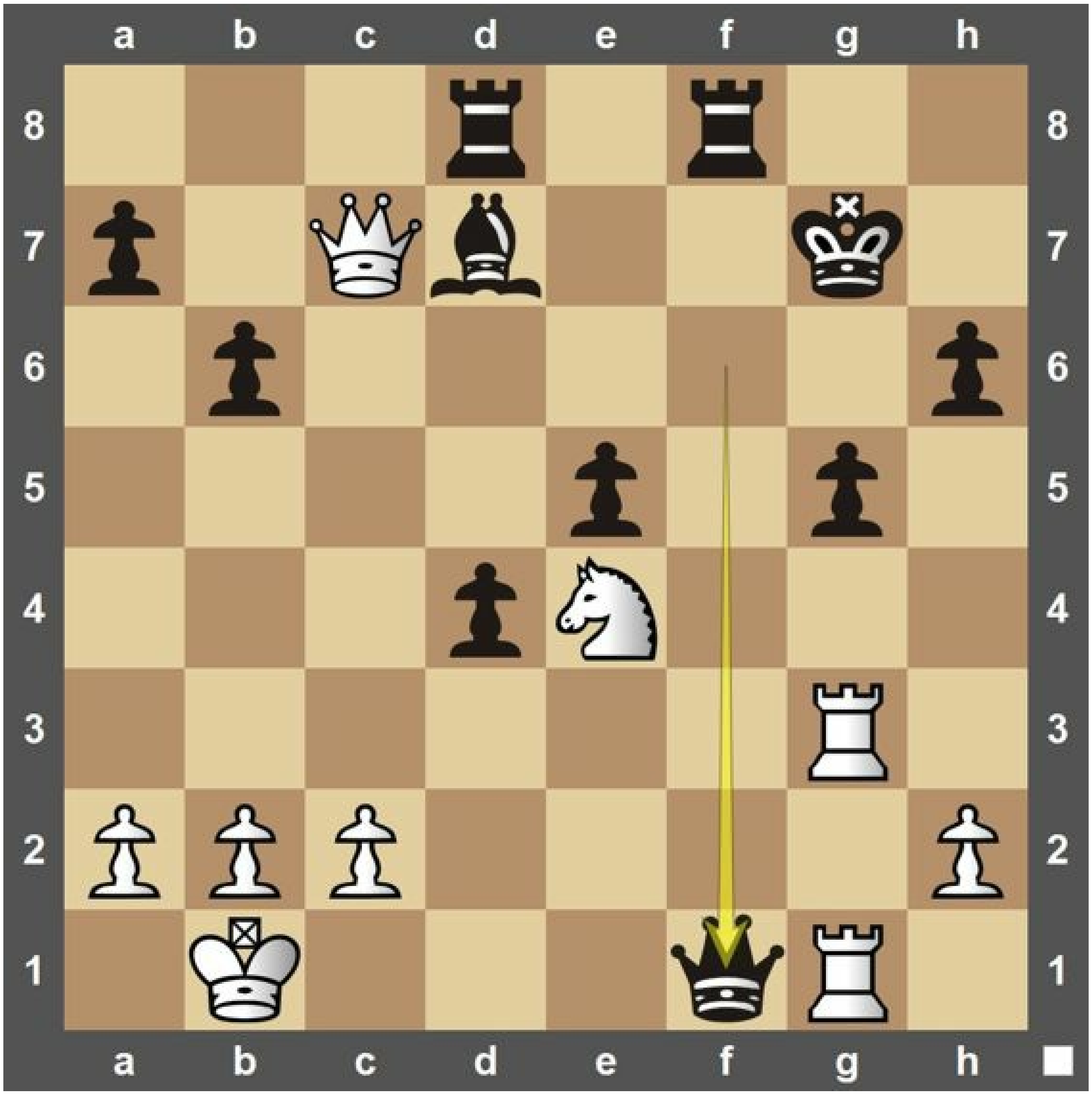
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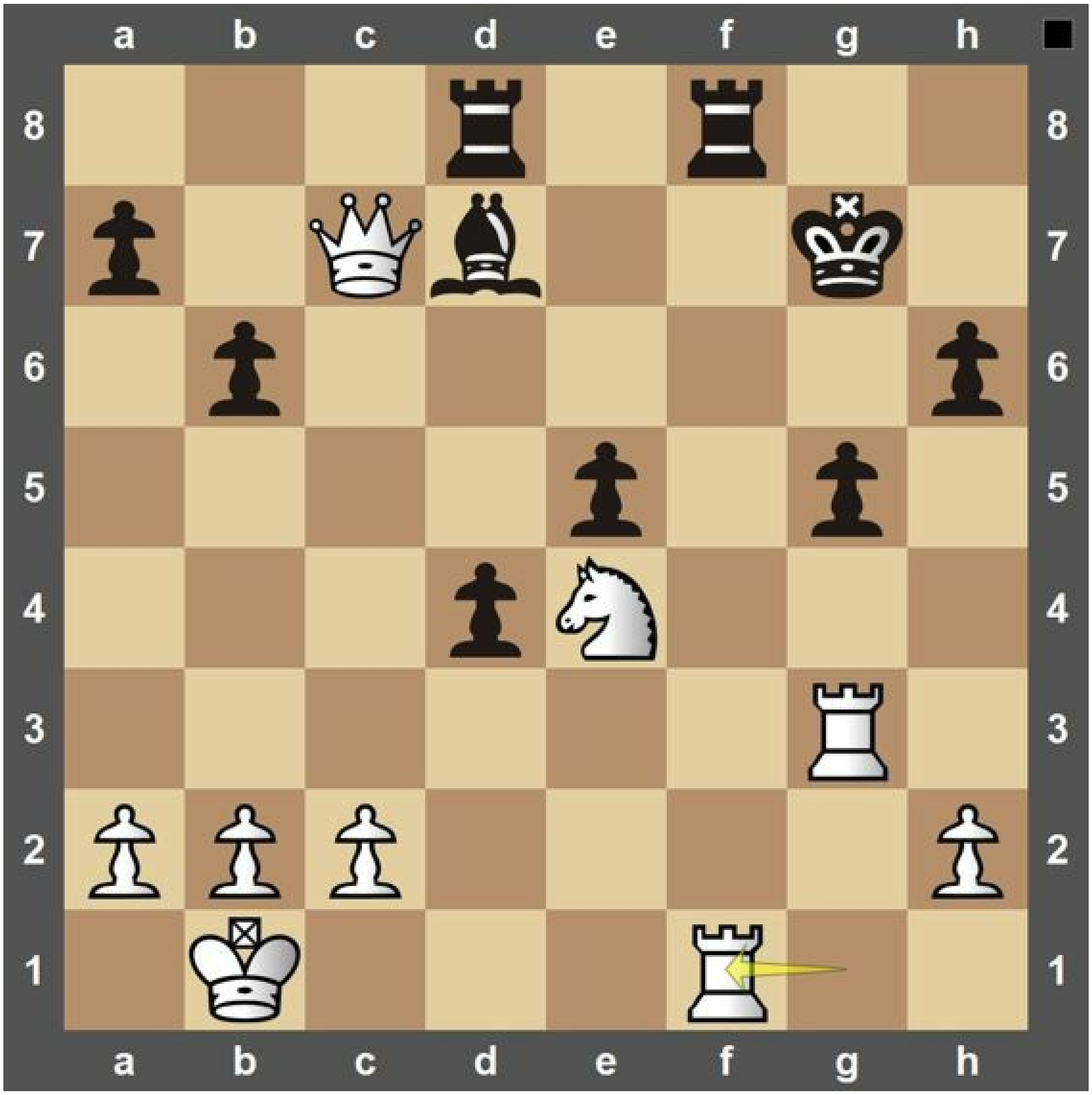
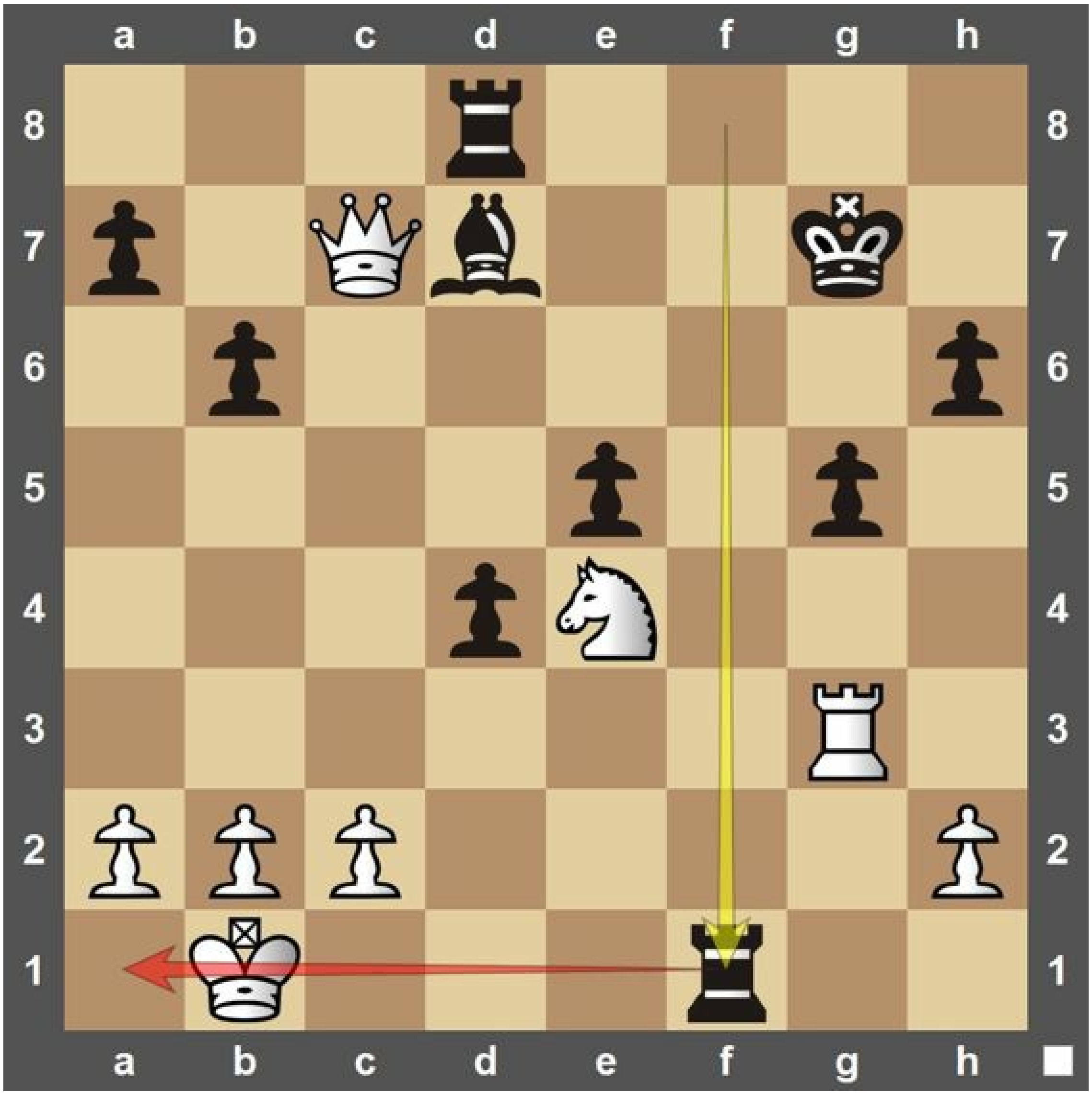
95: **1...Qf1+** 2.Rxf1 Rxf1#



95: **1...Qf1+ 2.Rxf1** Rxf1#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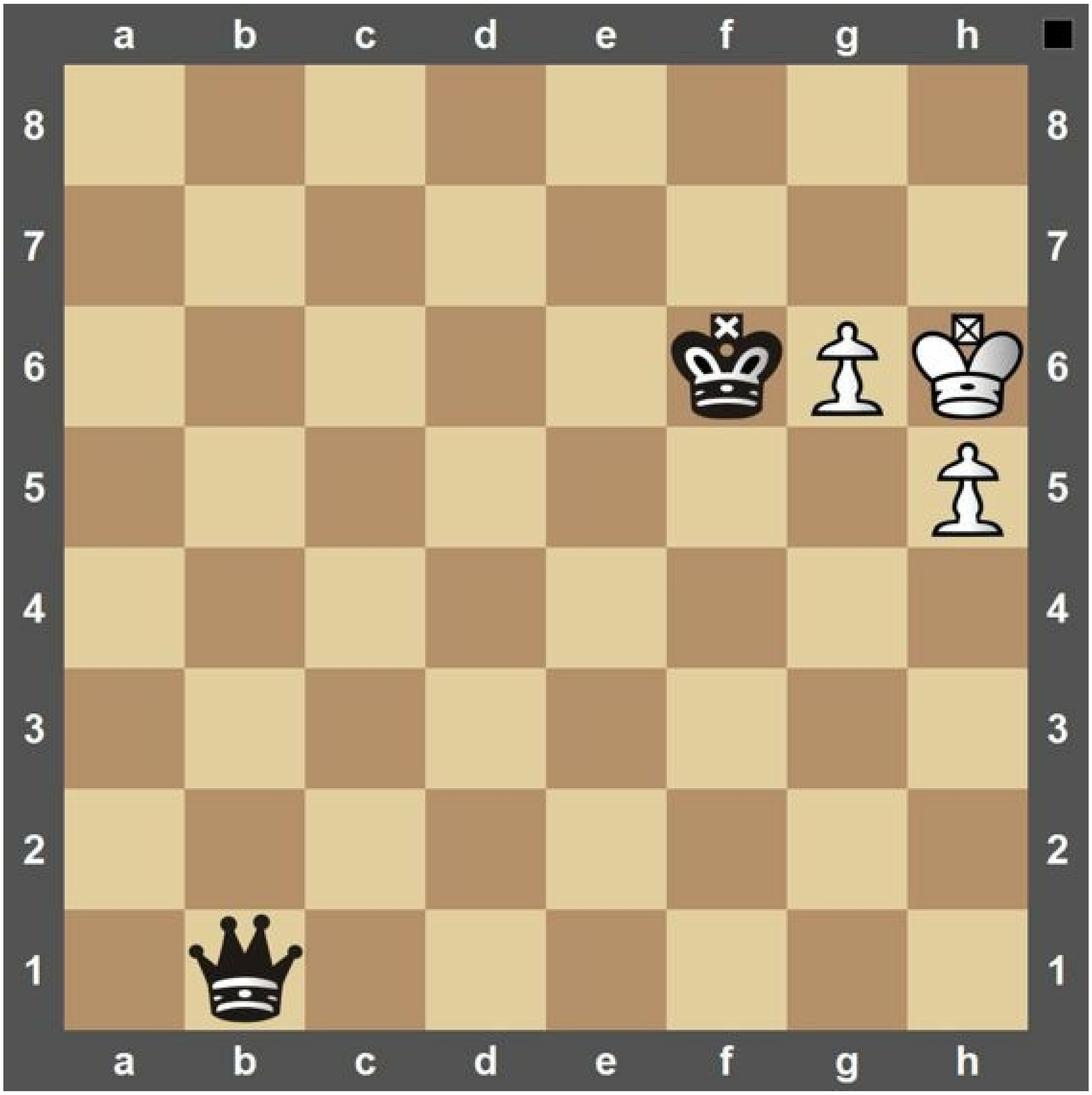
95: **1...Qf1+ 2.Rxf1 Rxf1#**

Don’t let this happen to you.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96: Black to move.

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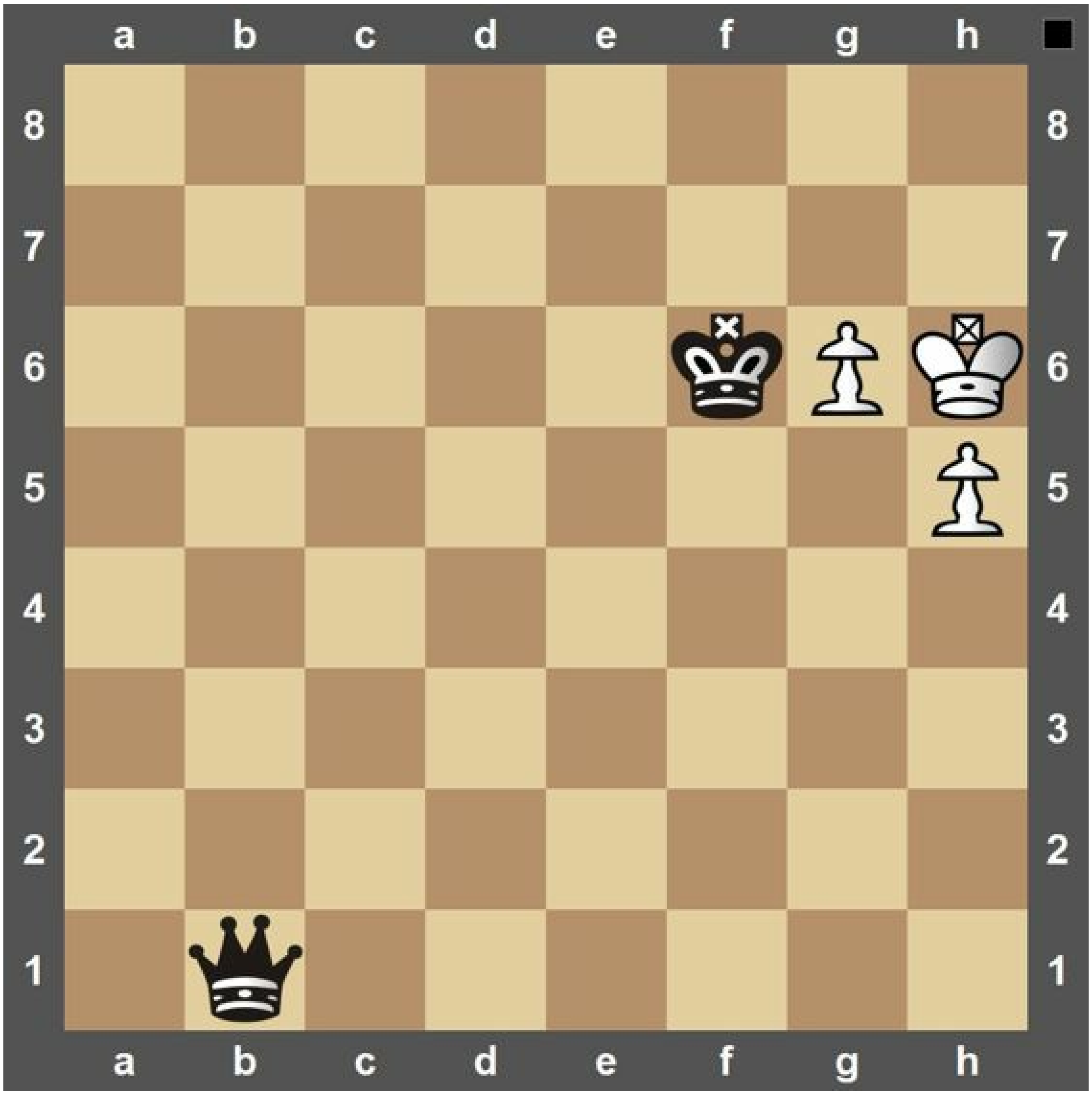
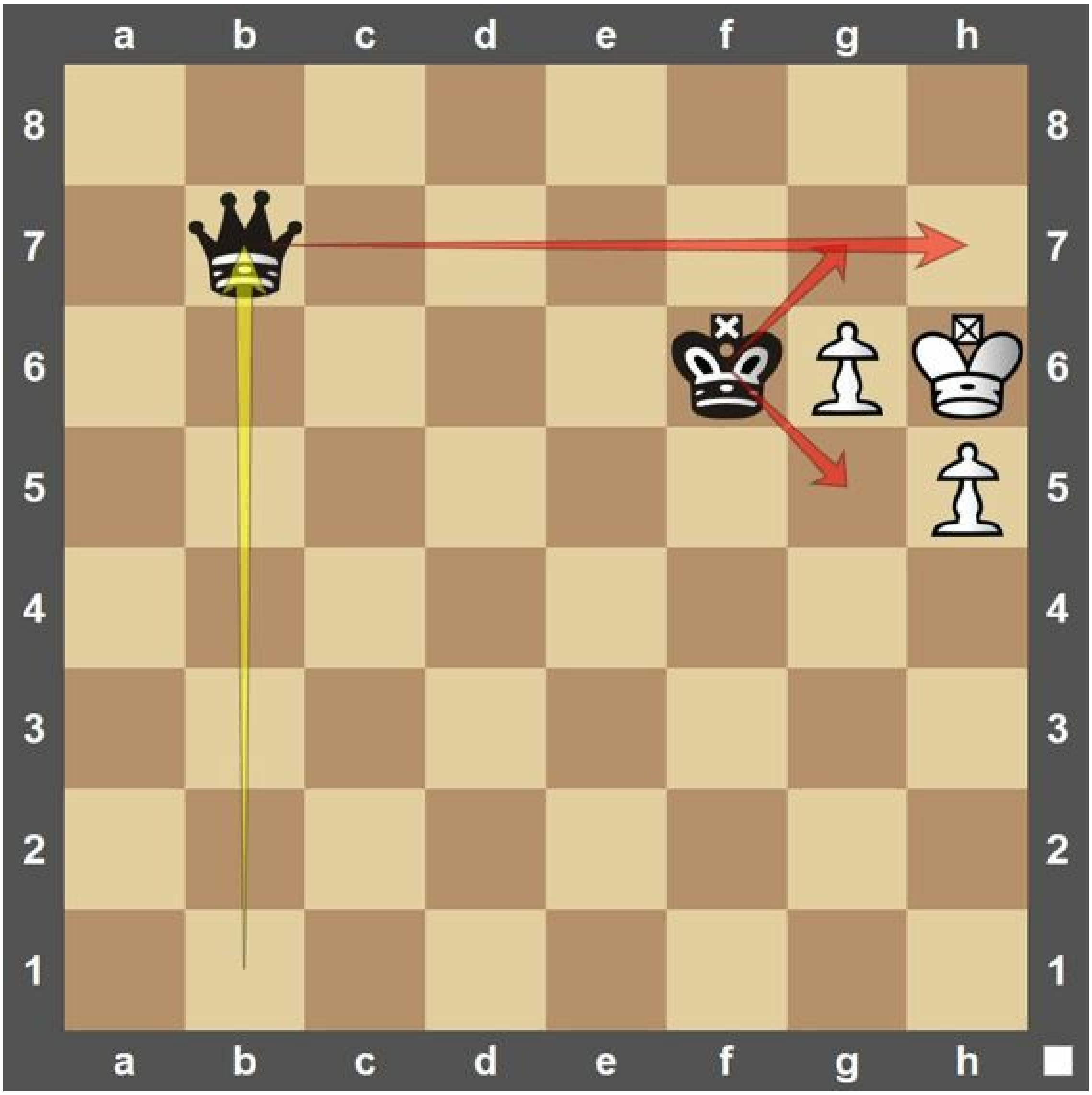


96: 1...Qb7 2.g7 Qxg7#

[Back] [Next]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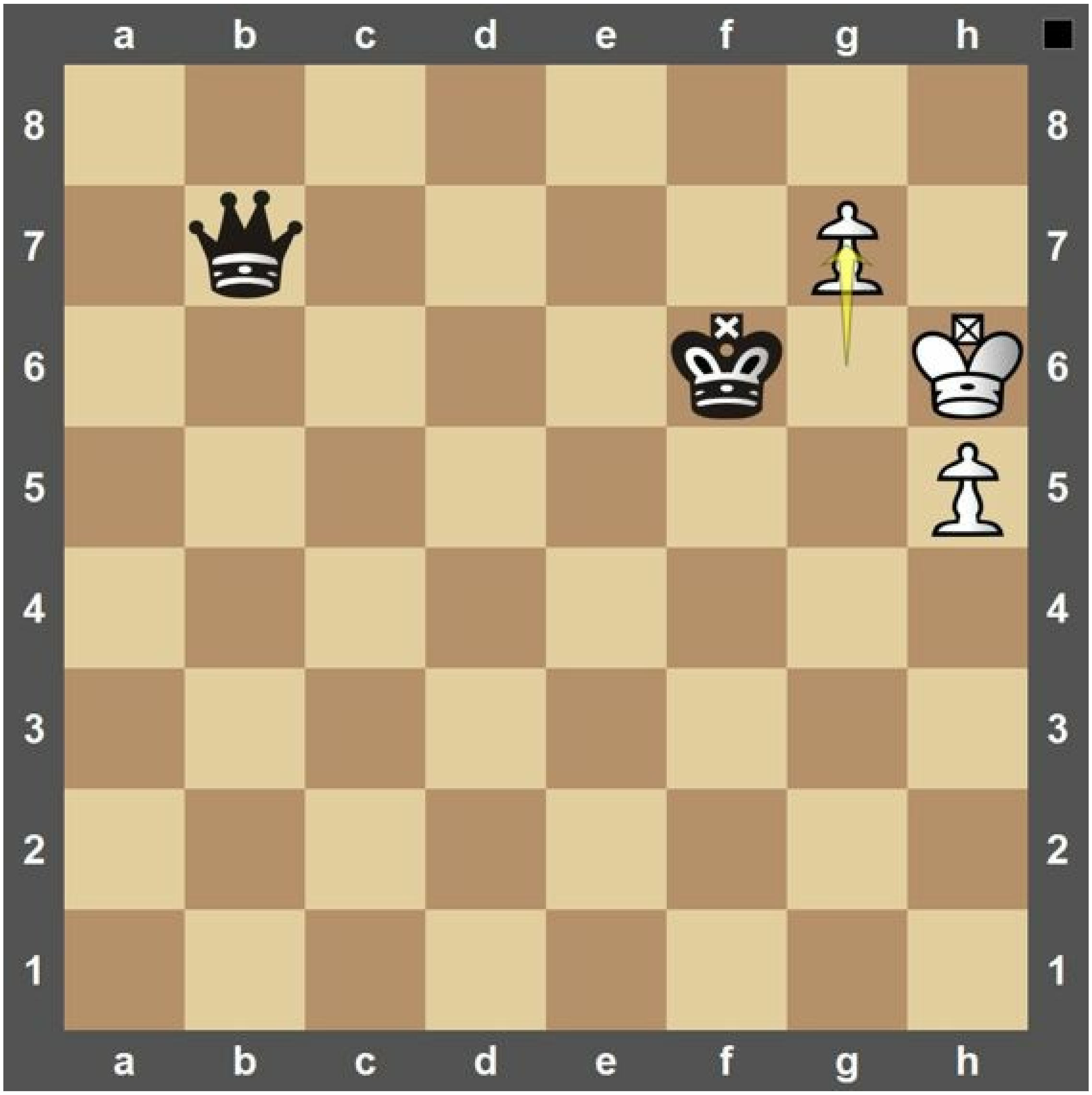
96: **1...Qb7** 2.g7 Qxg7#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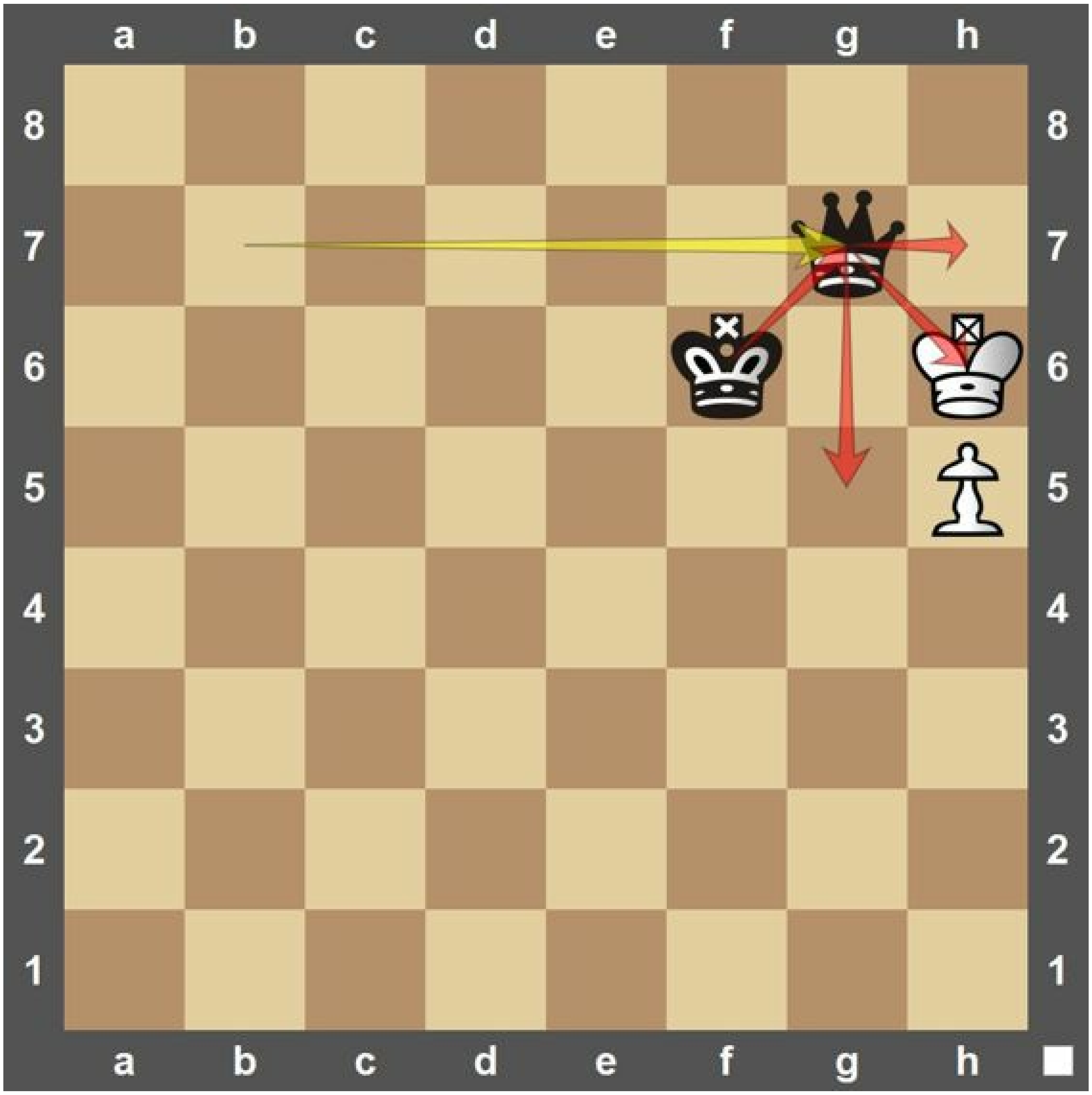
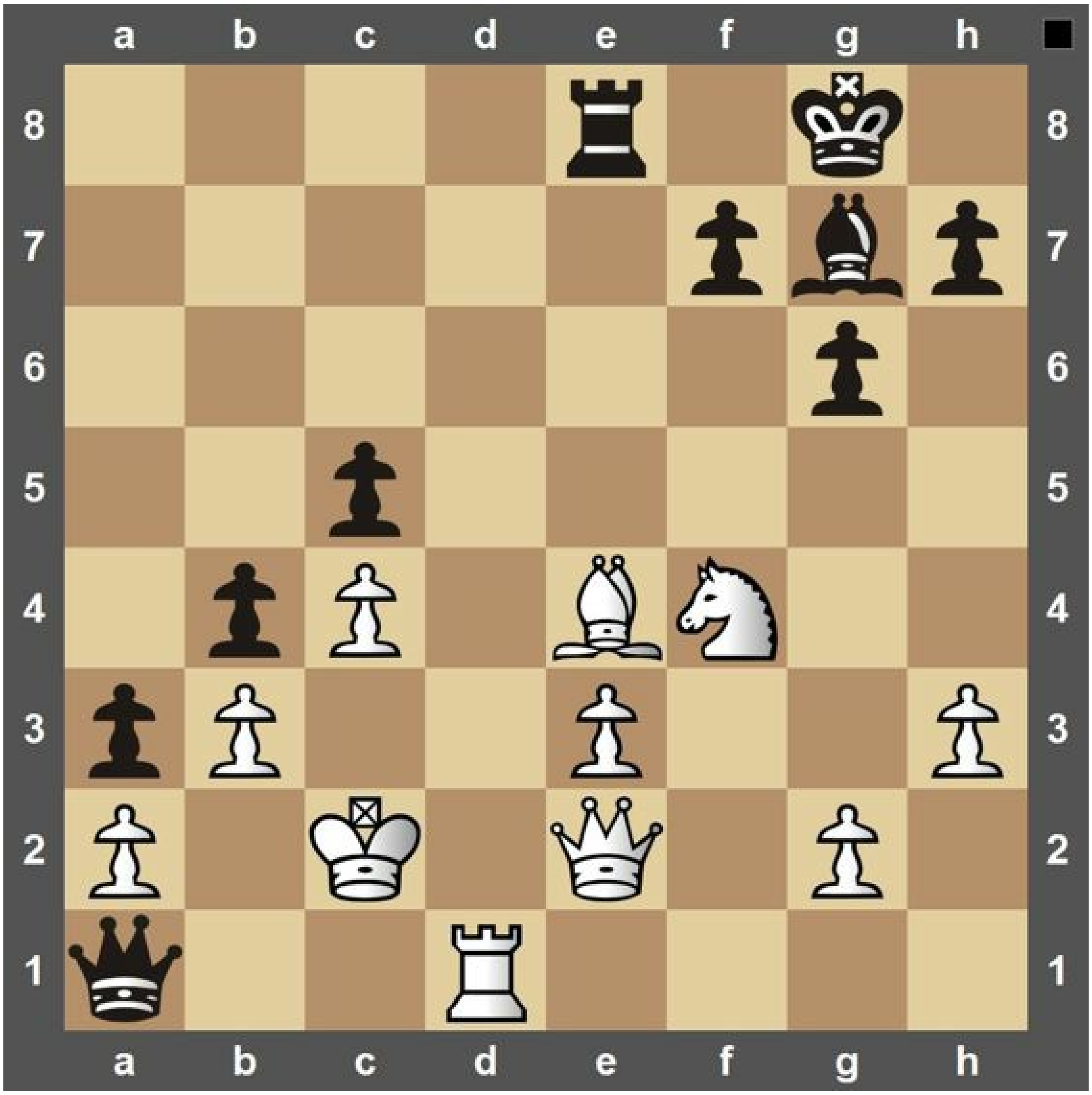
96: **1...Qb7 2.g7** Qxg7#



96: **1...Qb7 2.g7 Qxg7#**



97: Black to move.

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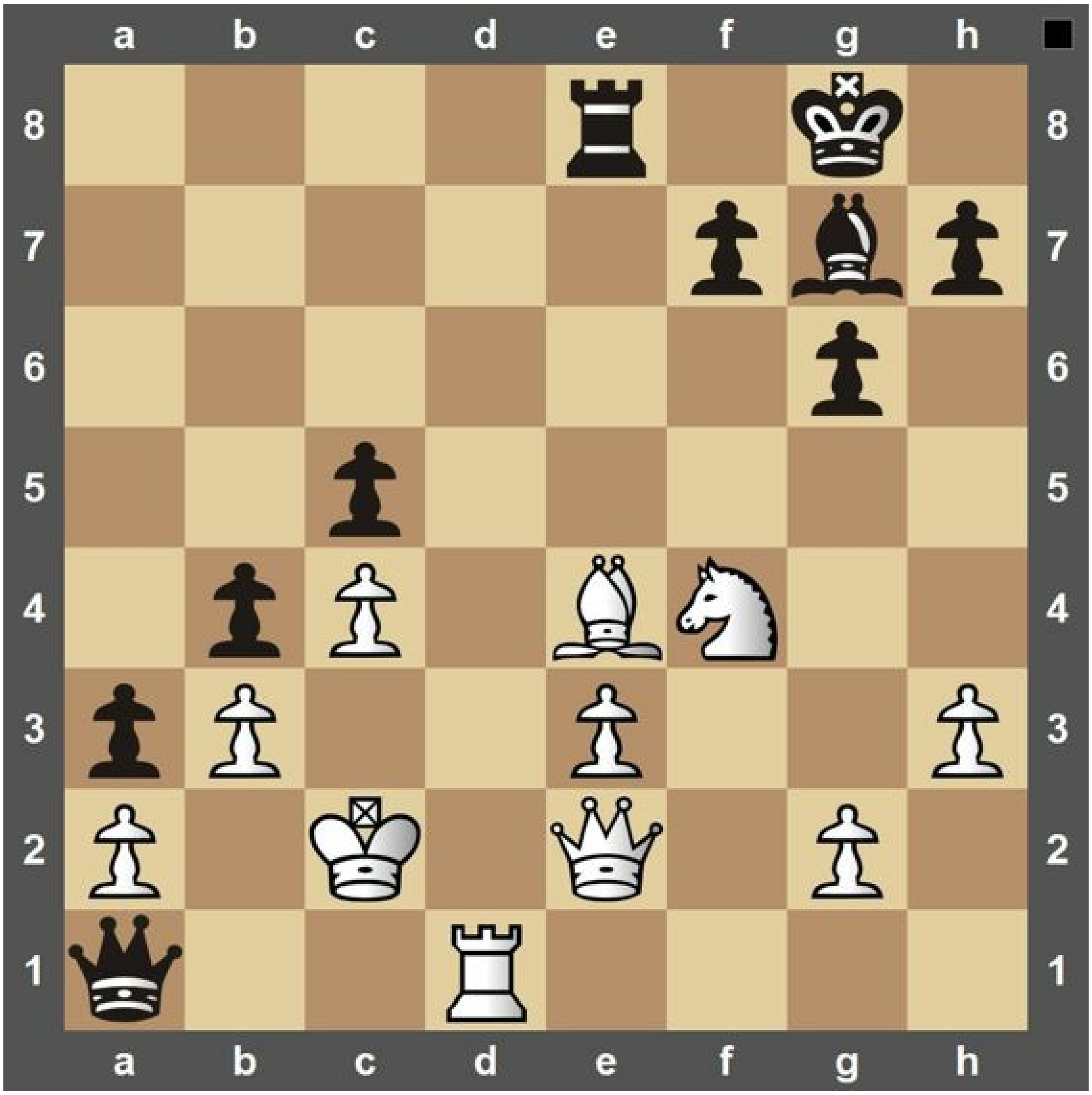
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97: 1...Qb2+ 2.Kd3 Qc3#

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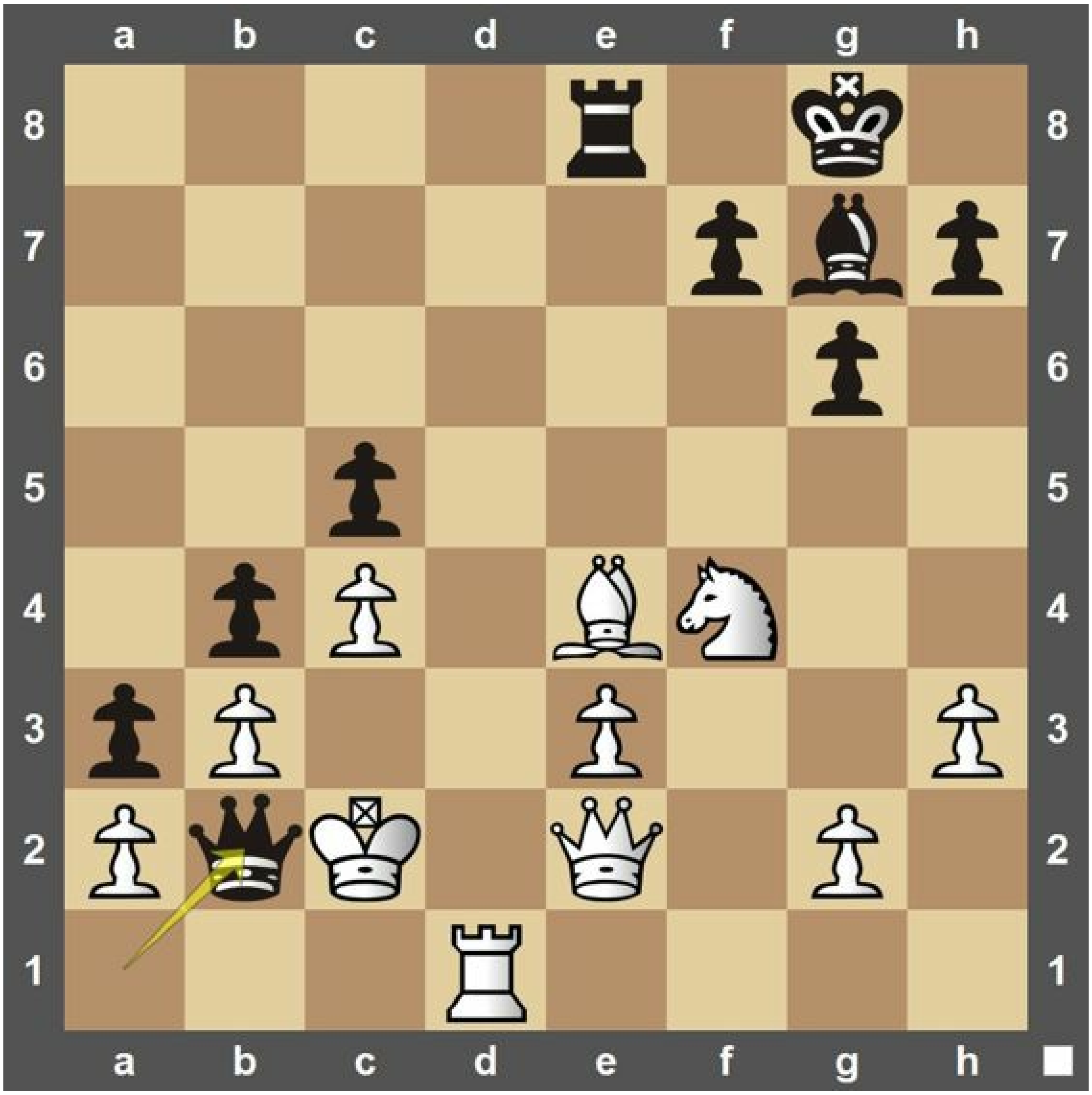
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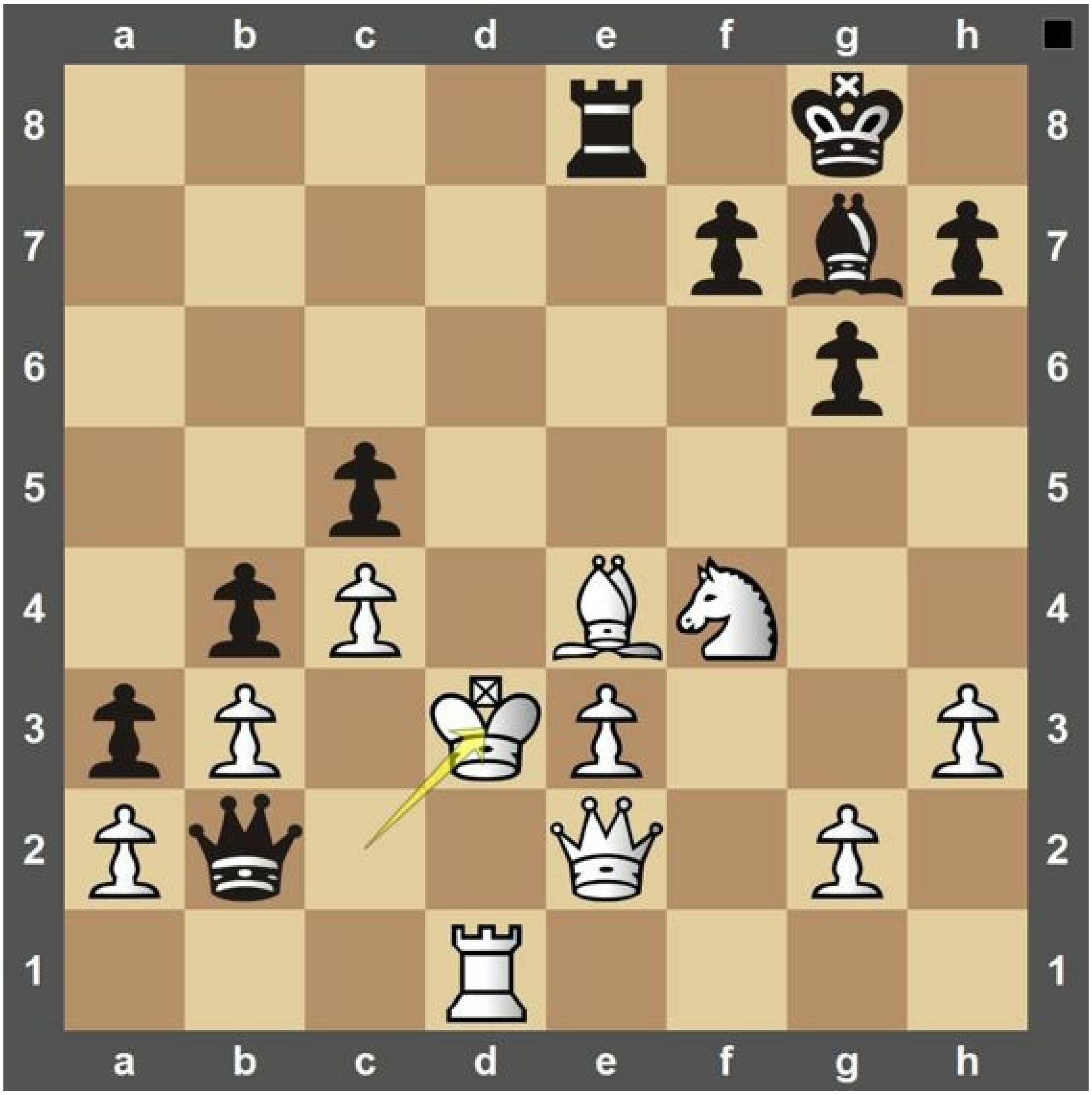
97: **1...Qb2+** 2.Kd3 Qc3#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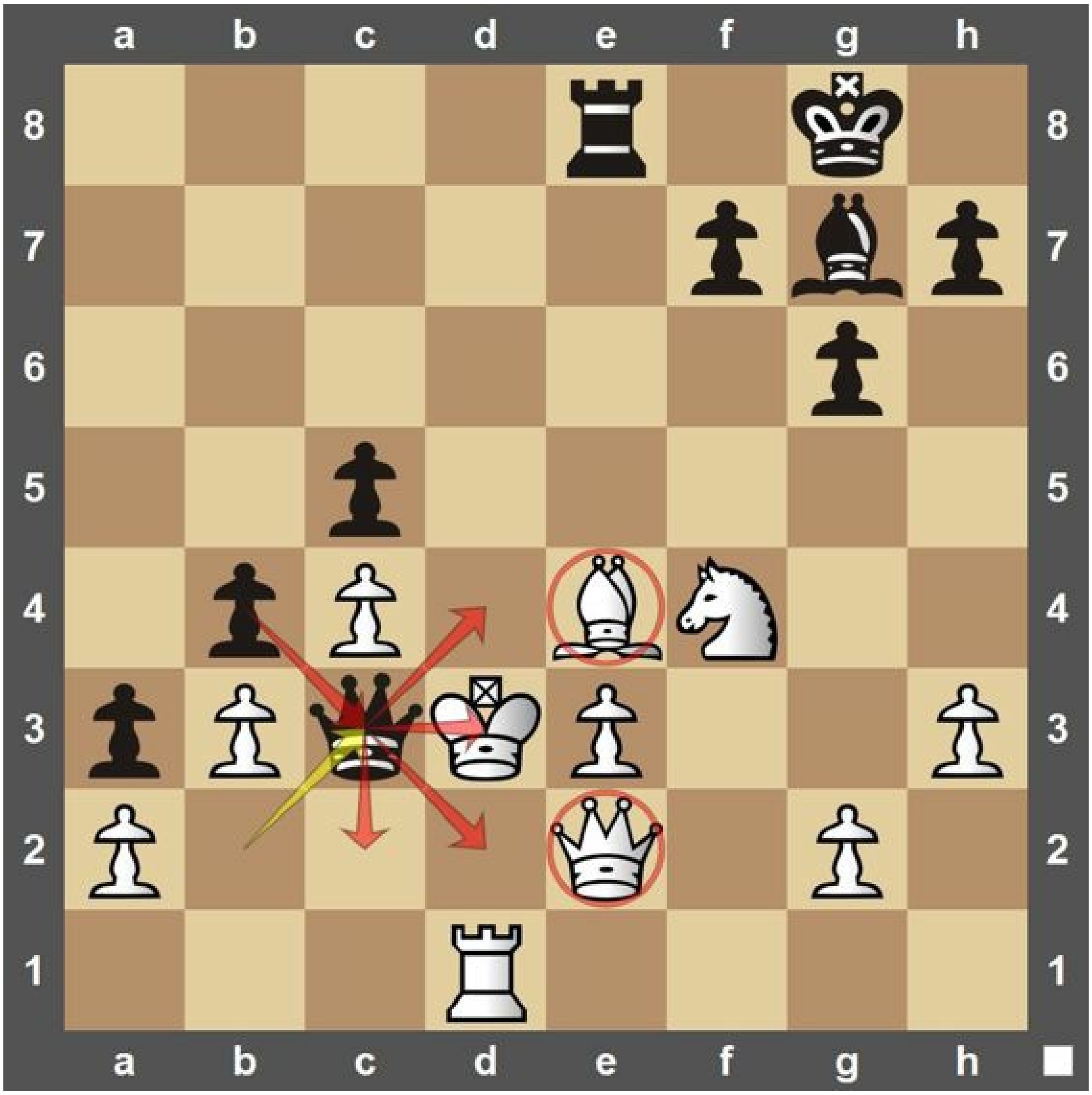
97: **1...Qb2+ 2.Kd3** Qc3#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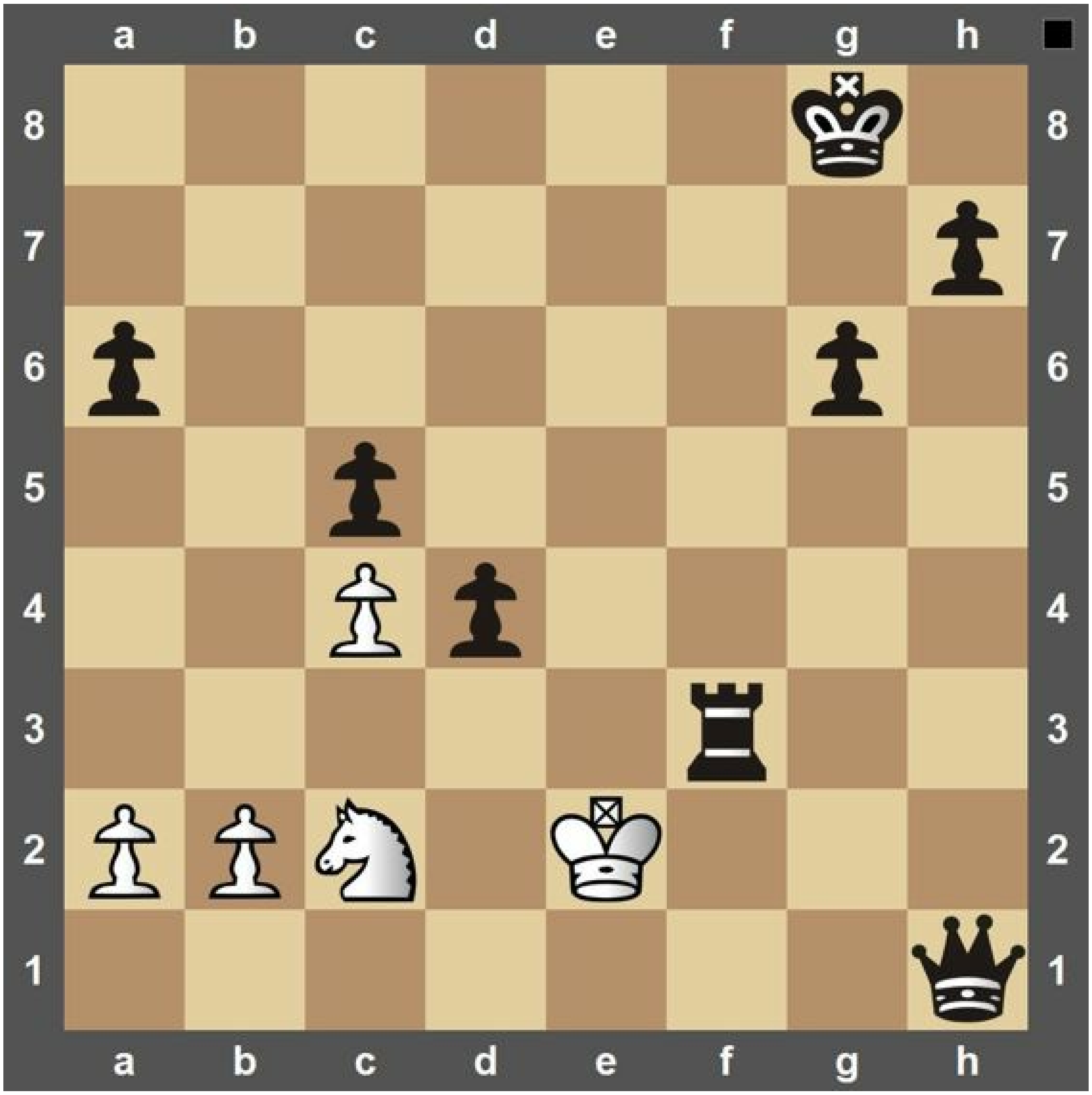
97: **1...Qb2+ 2.Kd3 Qc3#**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98: Black to move.

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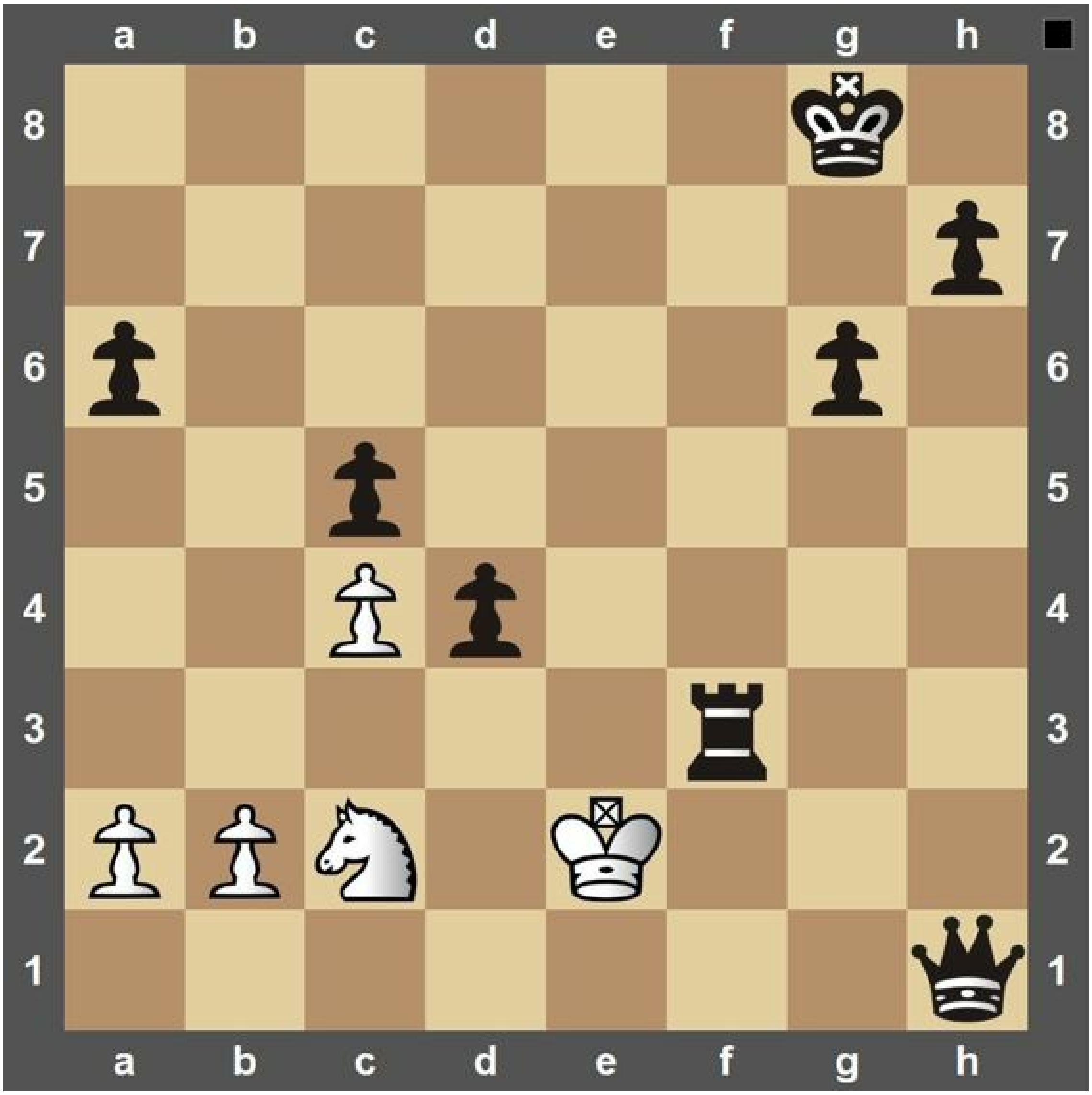
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98: 1...Qf1+ 2.Kd2 Rf2# [2...Rd3#]

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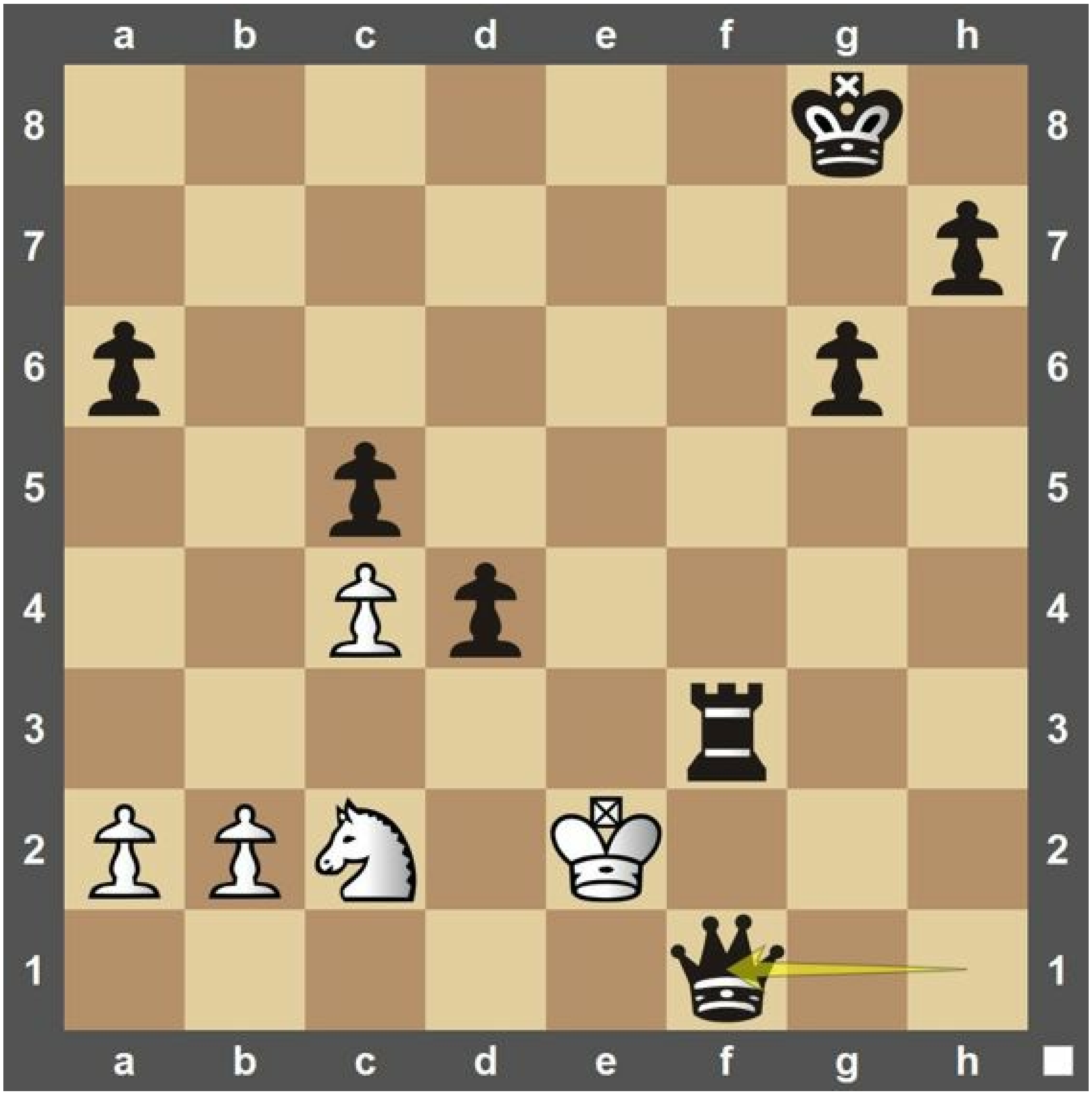
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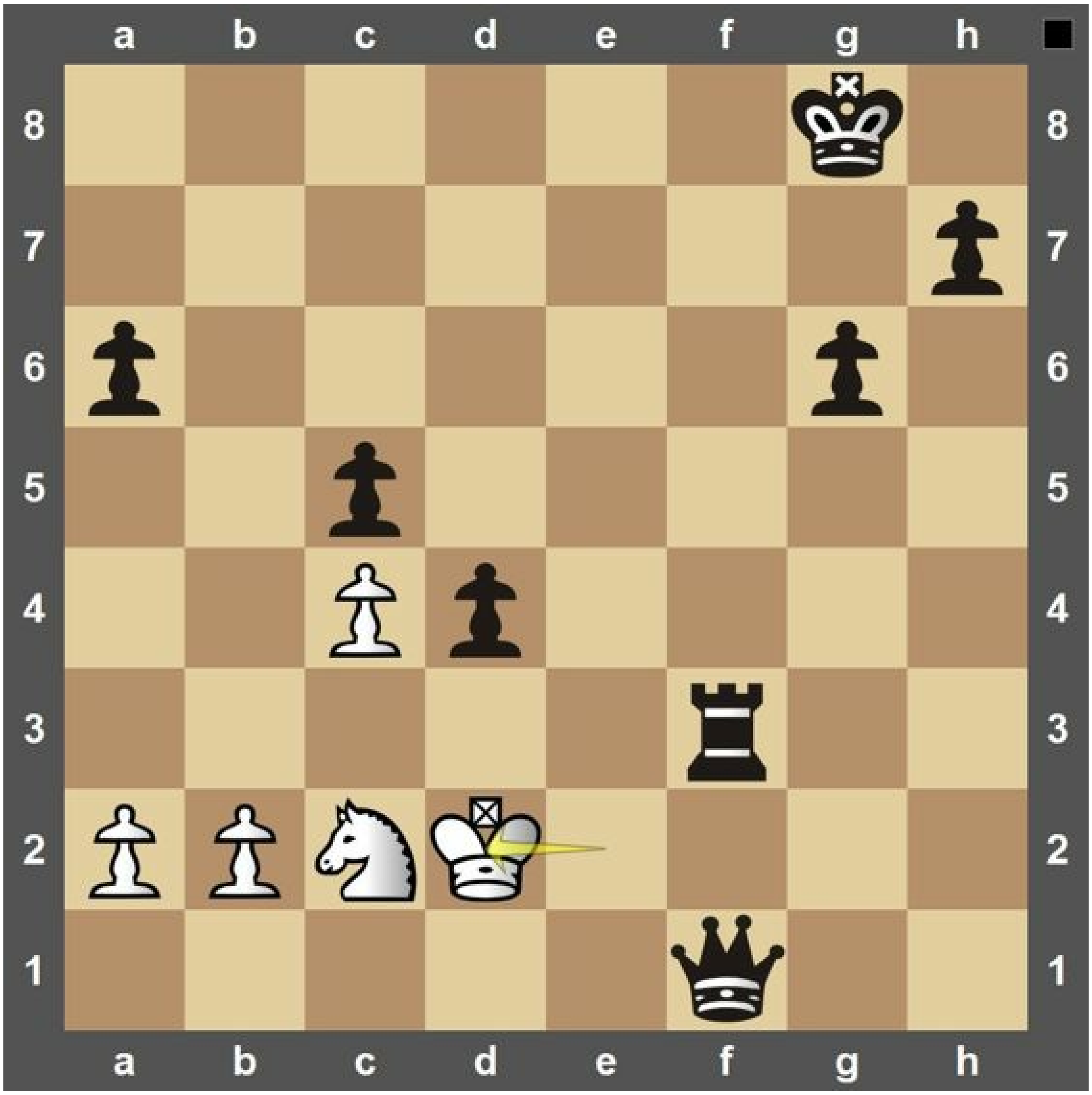
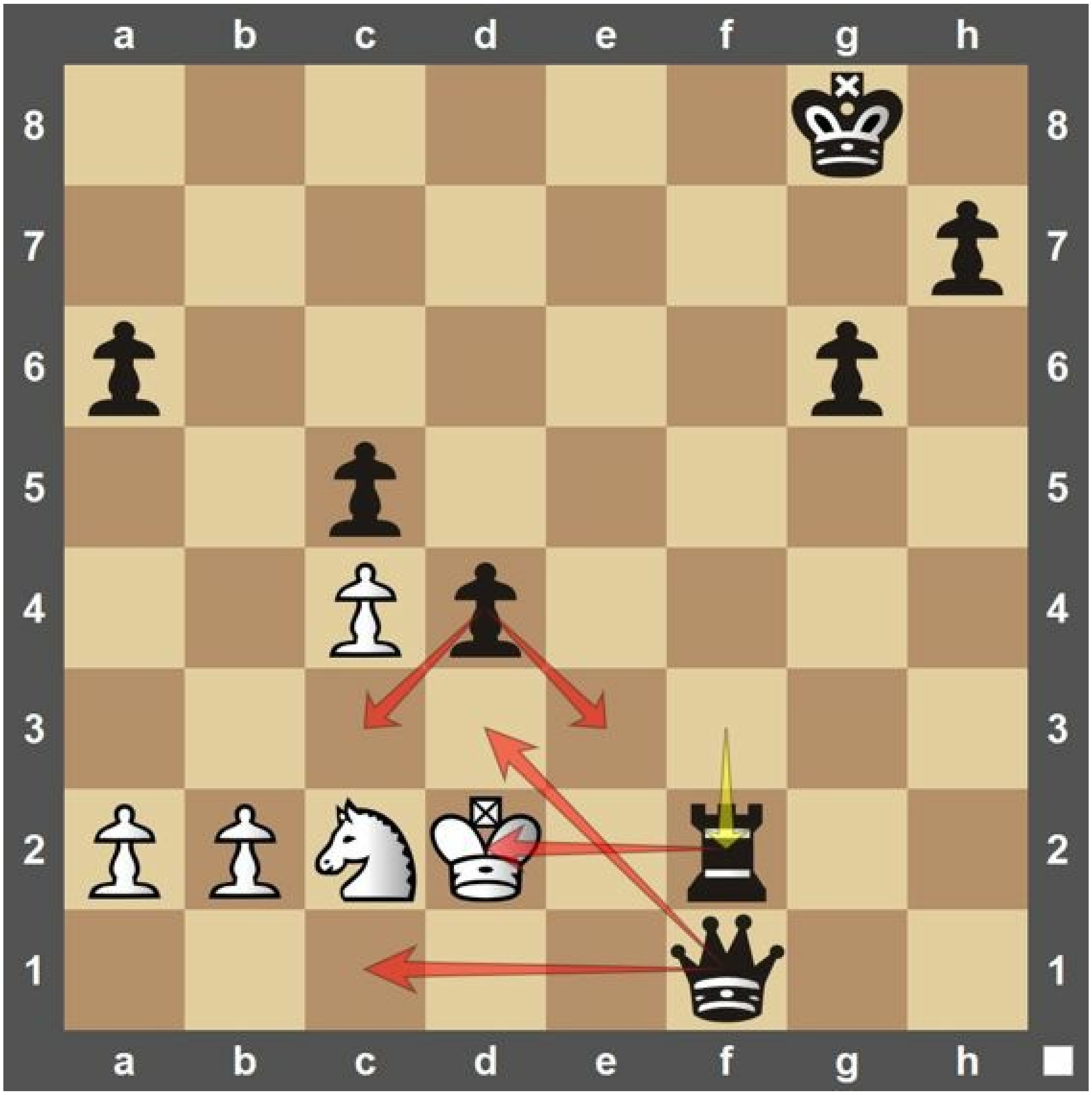
98: **1...Qf1+** 2.Kd2 Rf2# [2...Rd3#]



98: **1...Qf1+ 2.Kd2** Rf2# [2...Rd3#]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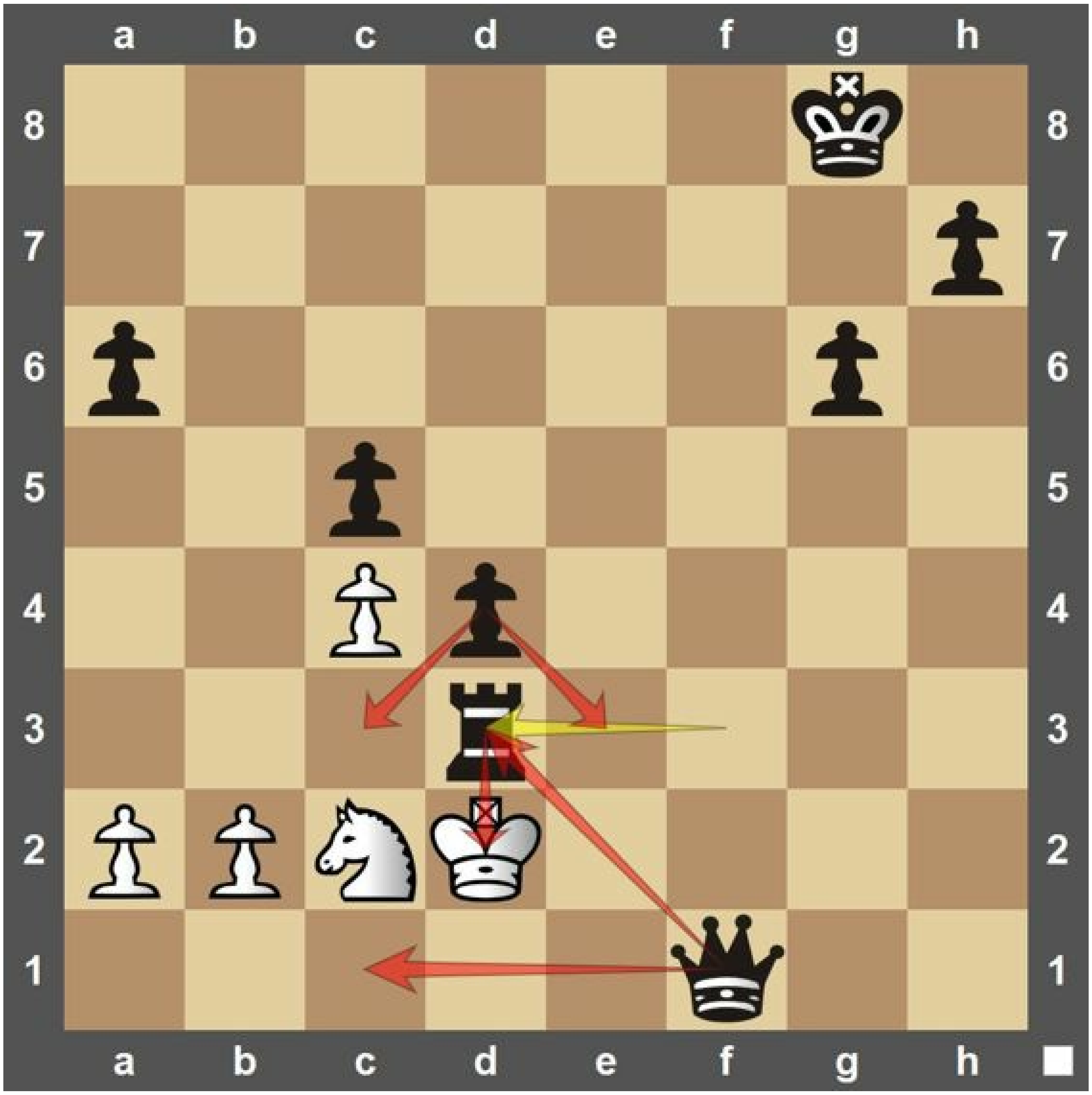
98: **1...Qf1+ 2.Kd2 Rf2#** [2...Rd3#]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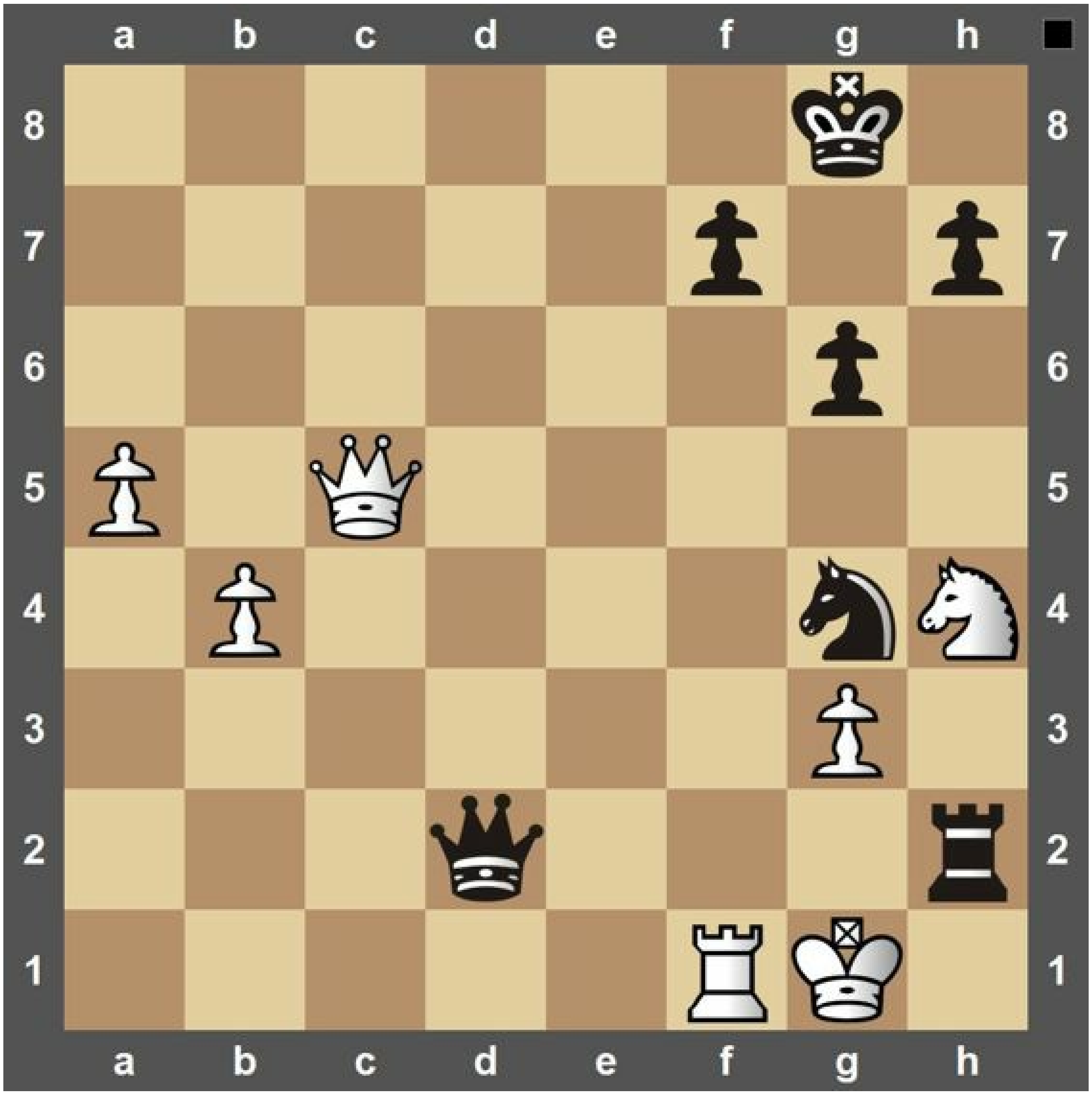
98: **1...Qf1+ 2.Kd2** Rf2# [**2...Rd3#**]


a b c d e f g h
8 7 6 5 4 3 2 1

99: Black to move.

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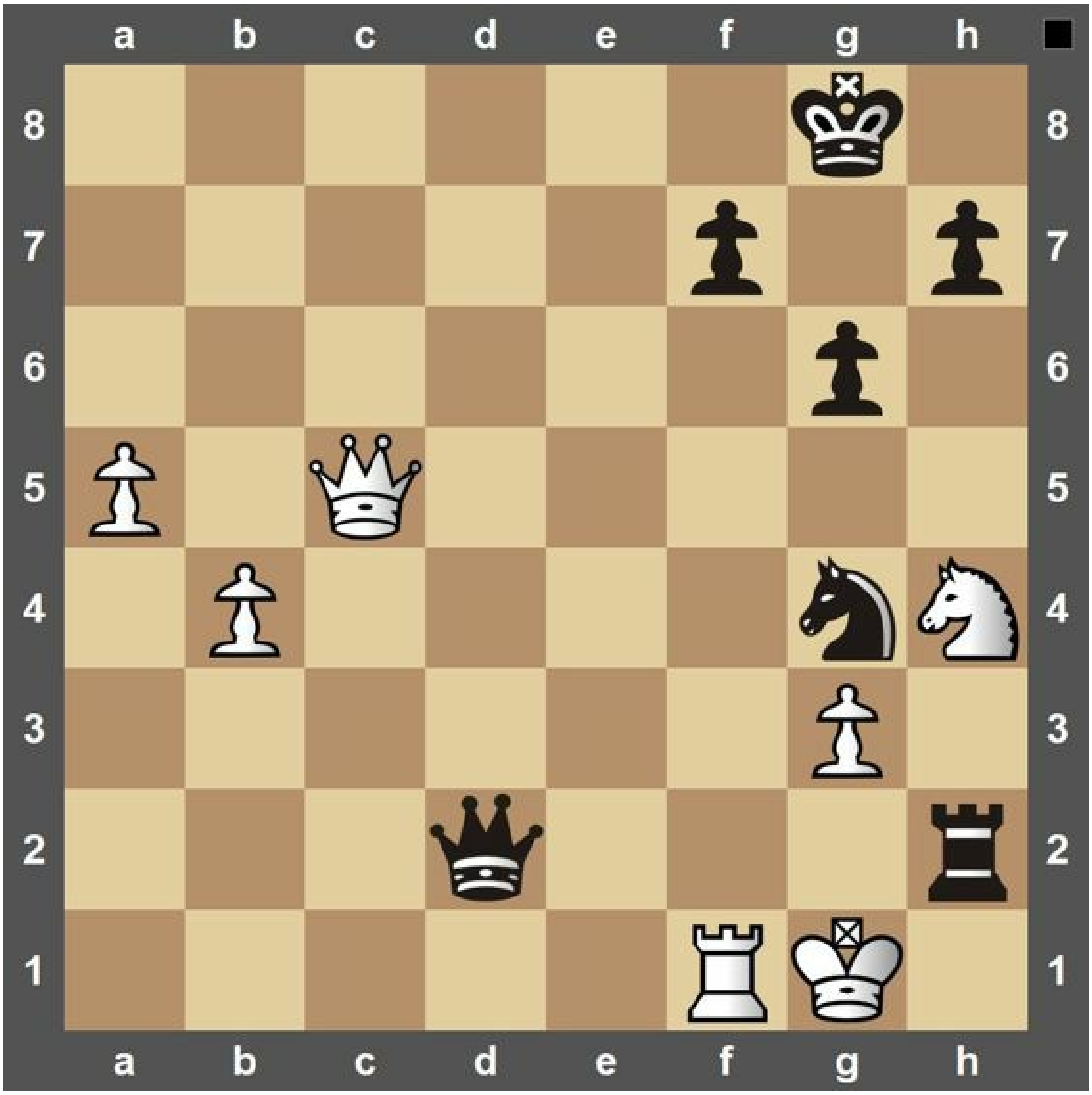
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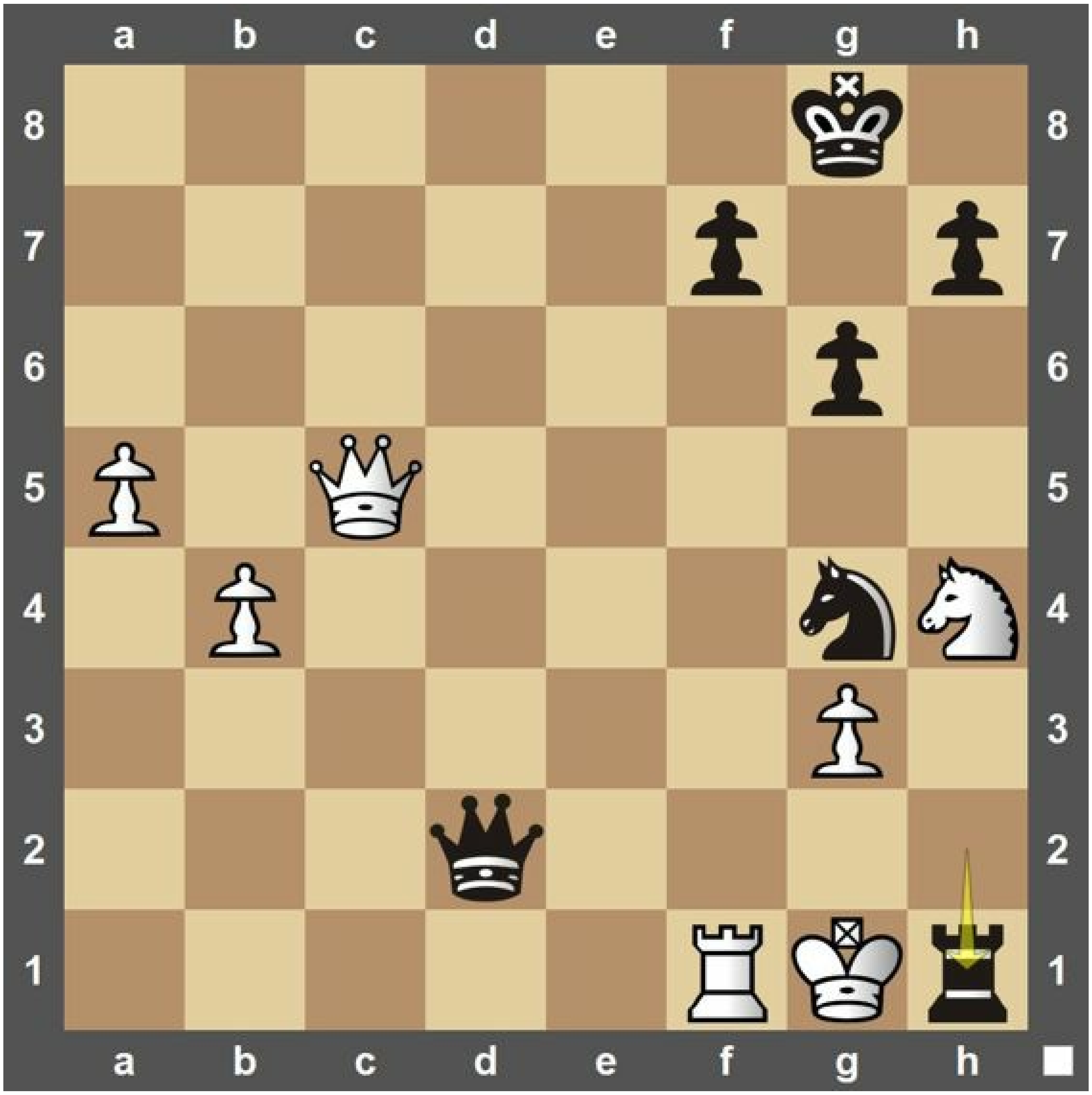
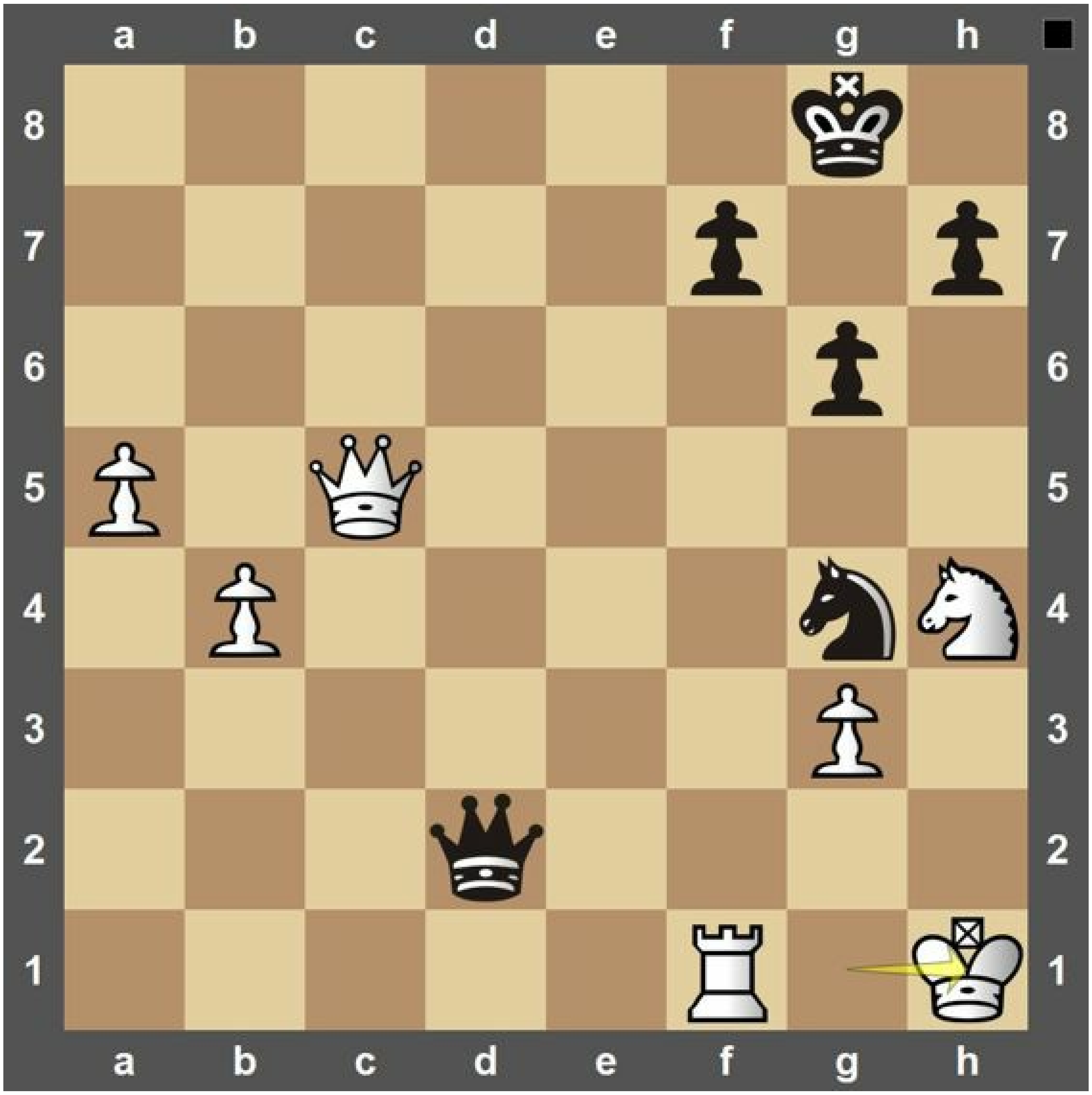
99: 1...Rh1+ 2.Kxh1 Qh2#

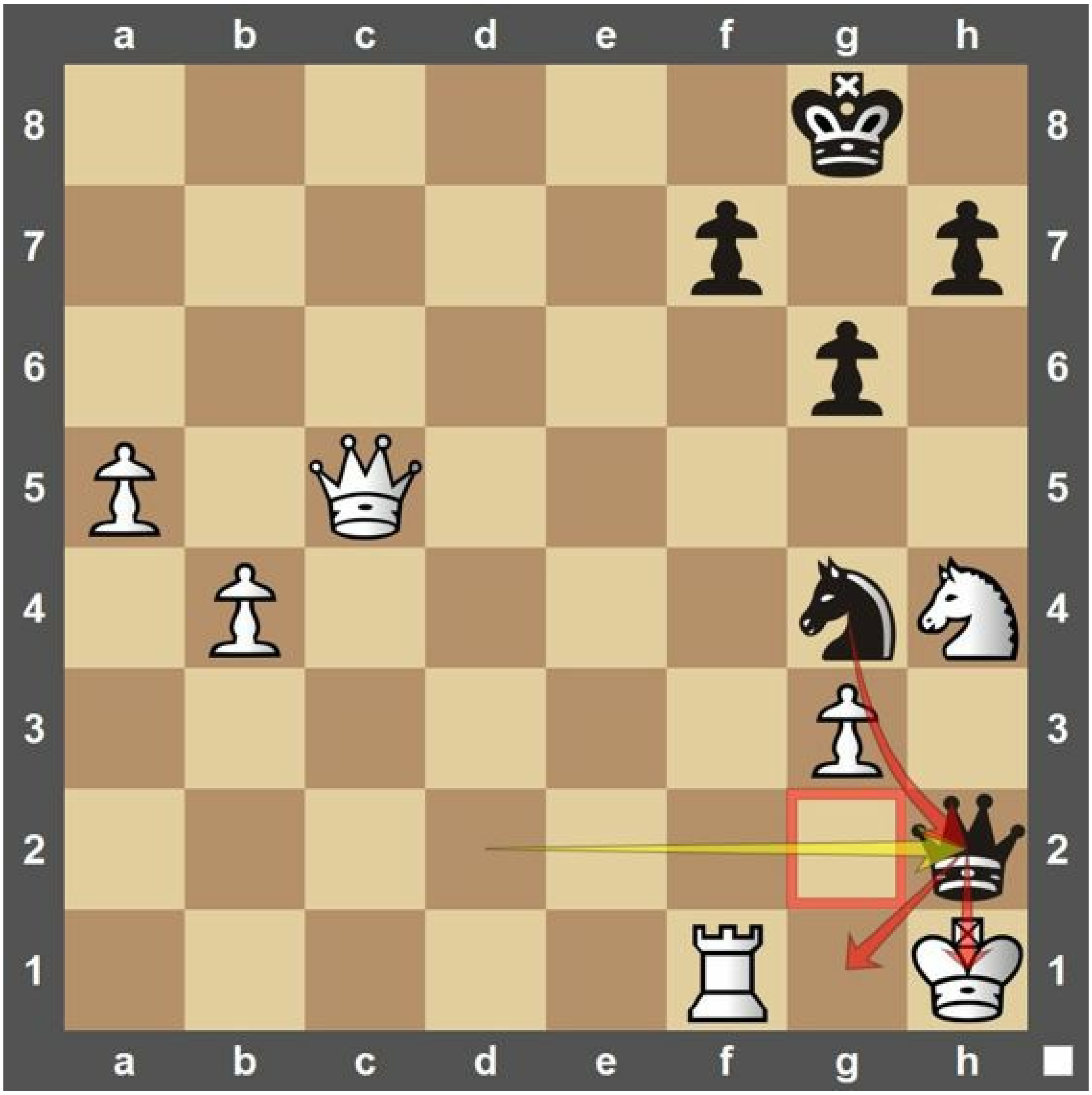
[Back] [Next]



99: **1...Rh1+** 2.Kxh1 Qh2#



99: **1...Rh1+ 2.Kxh1** Qh2#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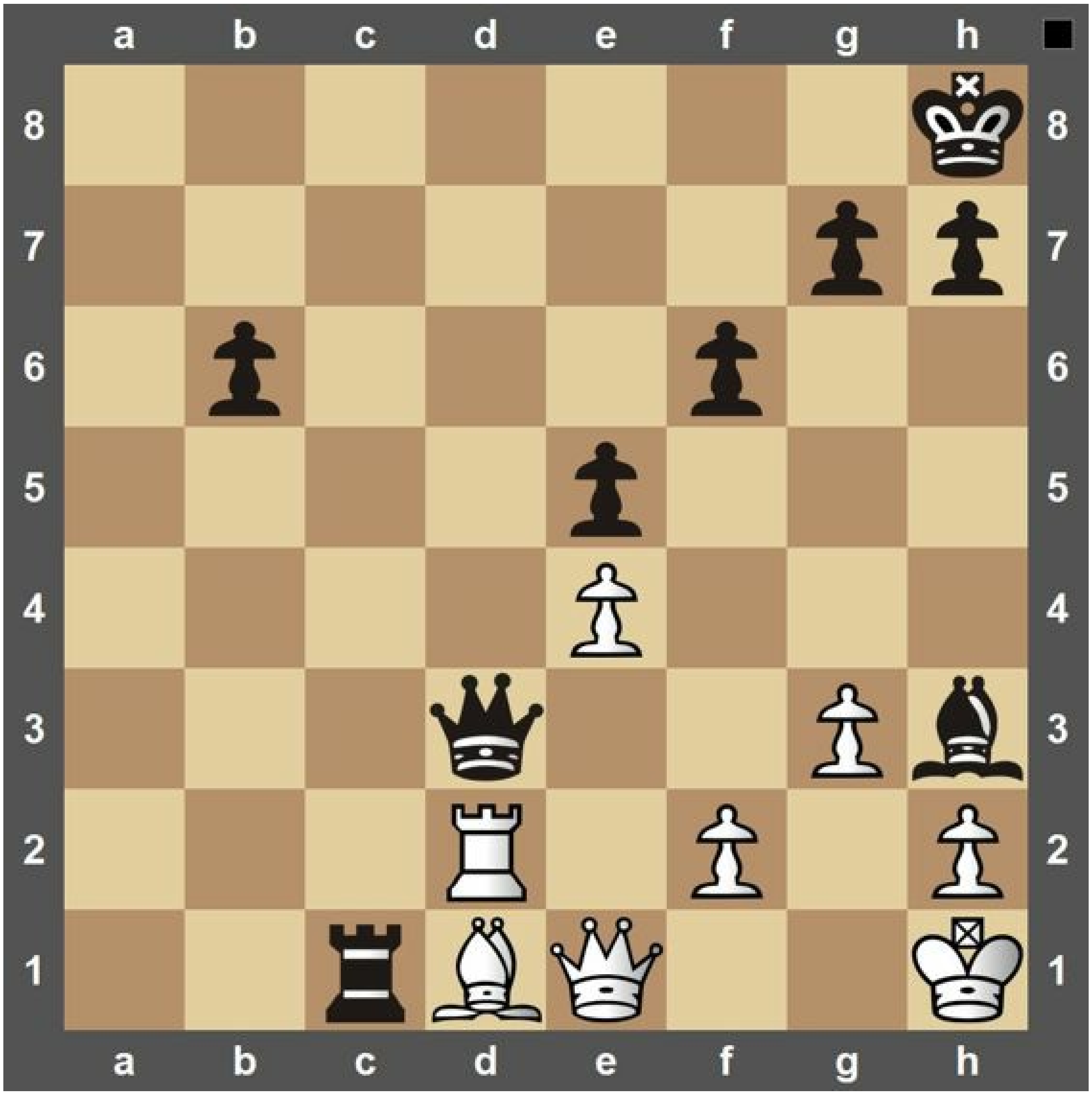
99: **1...Rh1+ 2.Kxh1 Qh2#**



100: Black to move.

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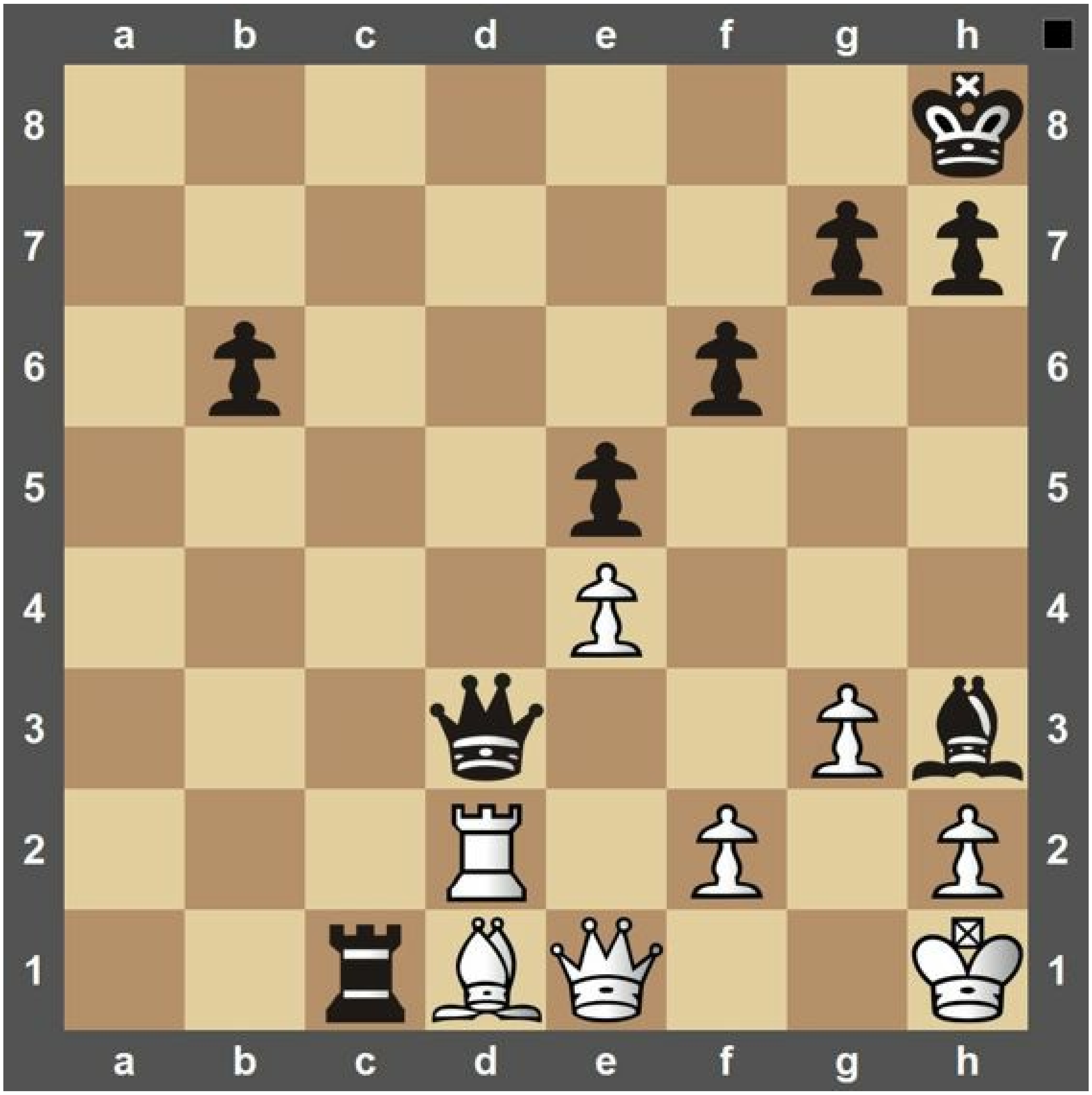
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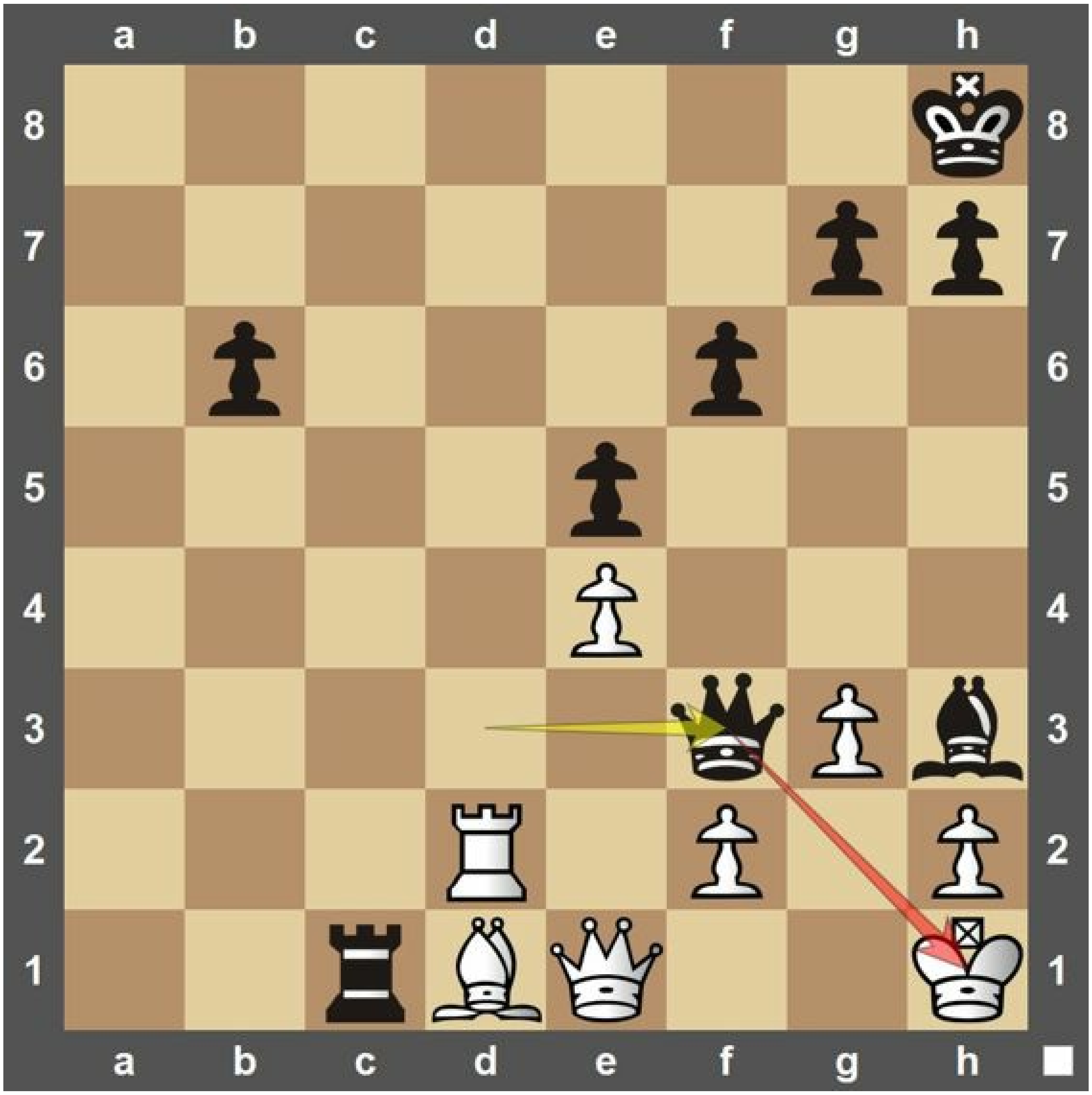
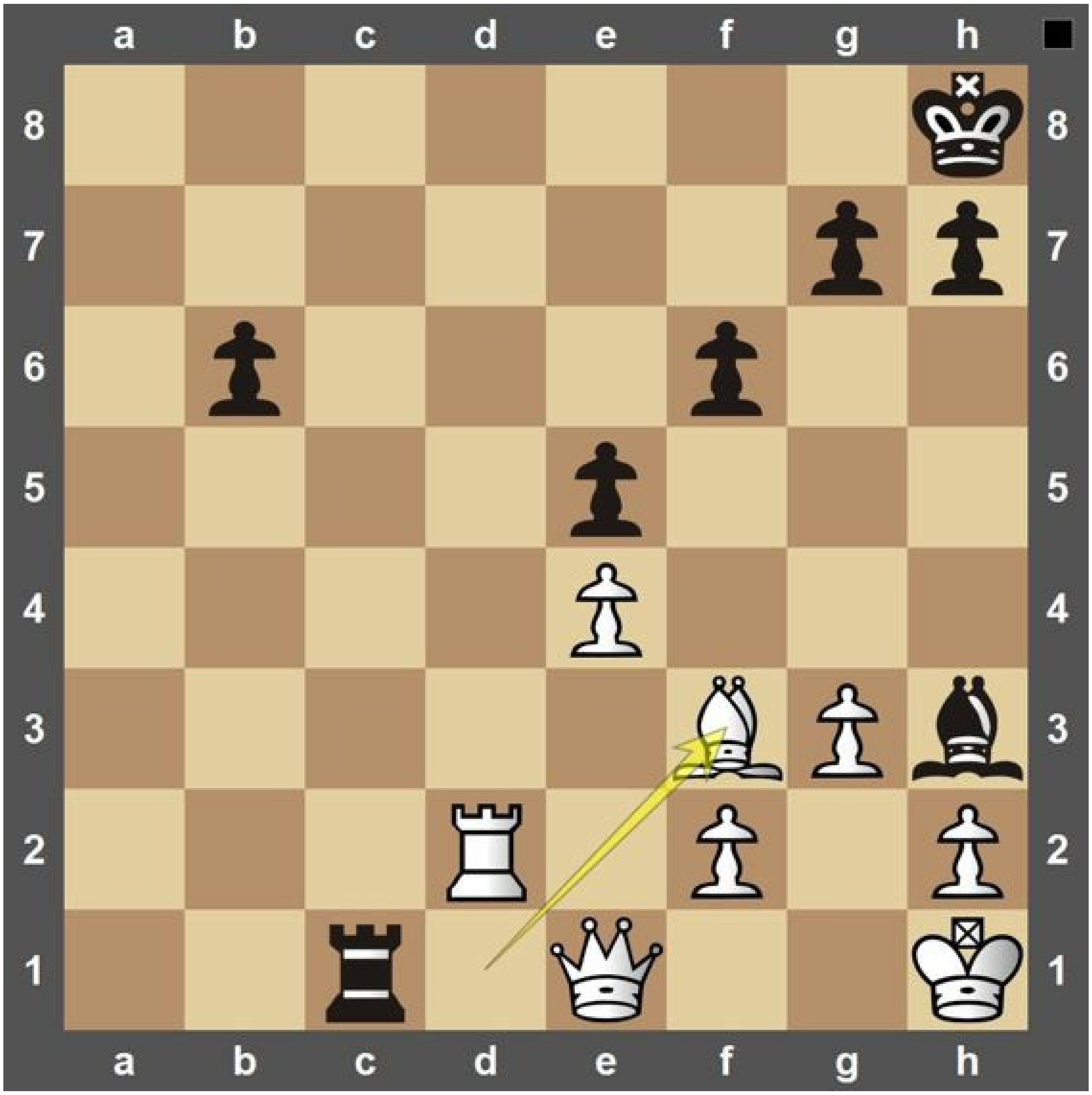
100: 1...Qf3+ 2.Bxf3 [2.Kg1 Qg2#] 2...Rxe1#

[Back] [Next]



100: **1...Qf3+** 2.Bxf3 [2.Kg1 Qg2#] 2...Rxe1#



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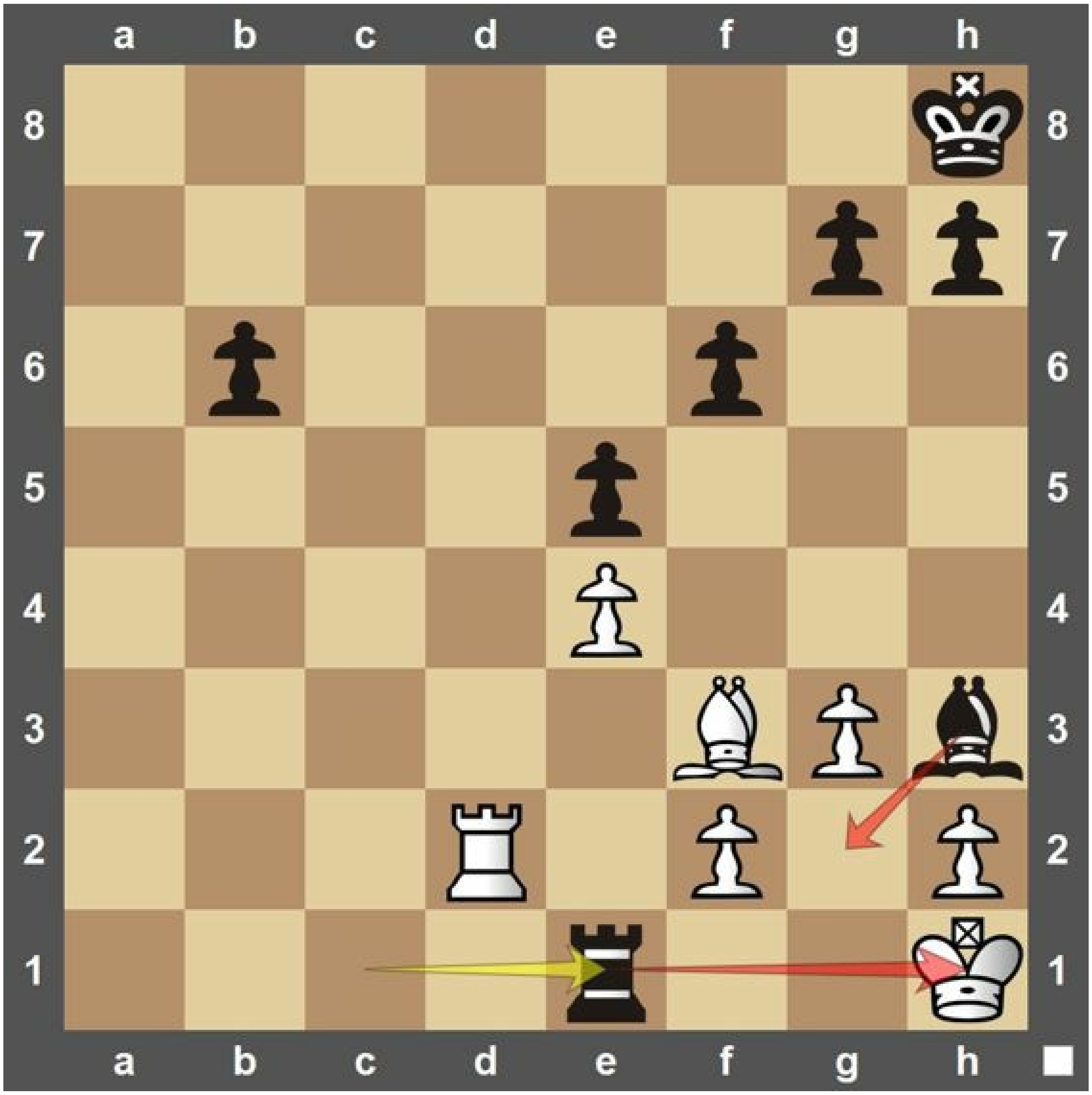
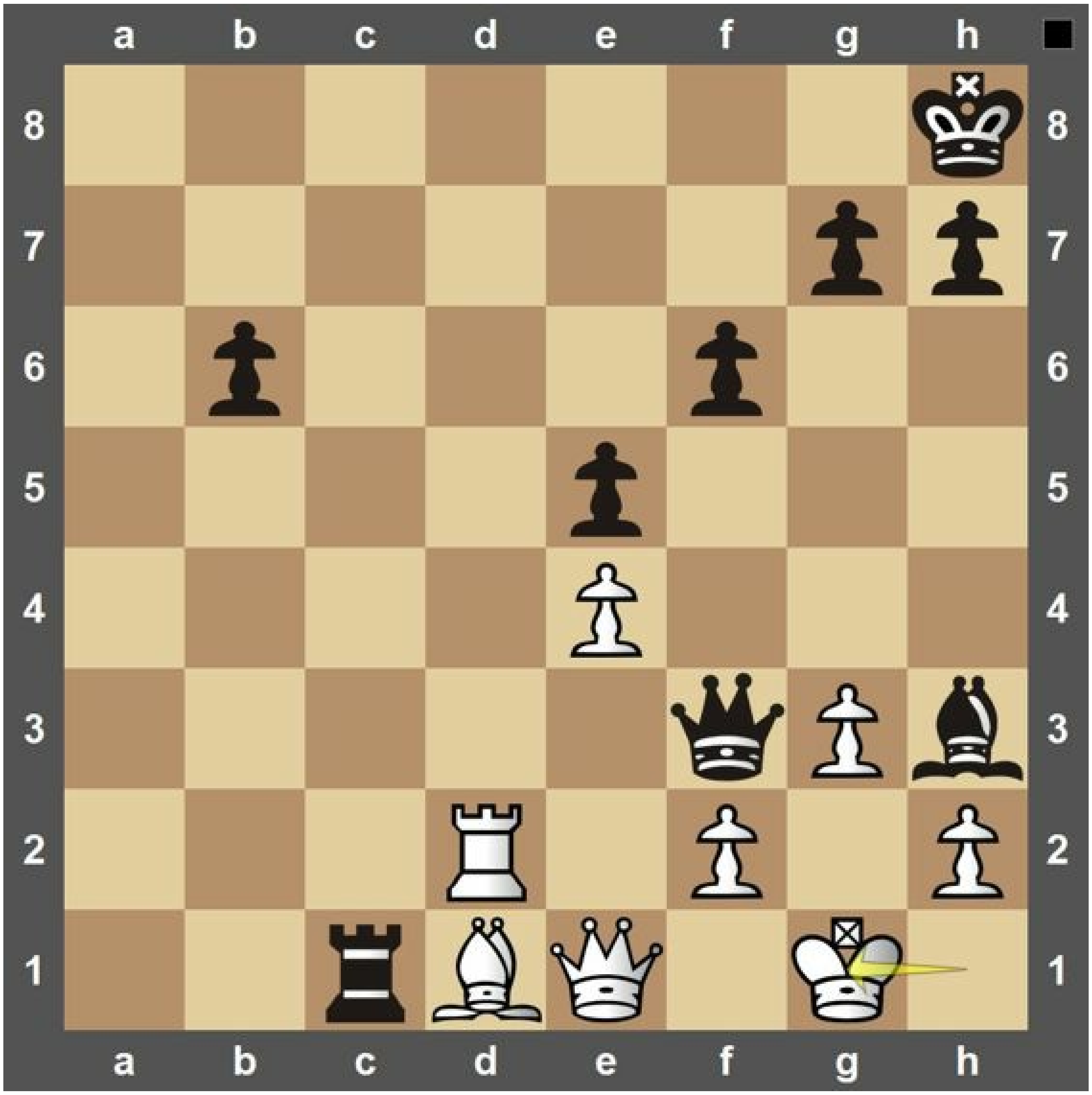
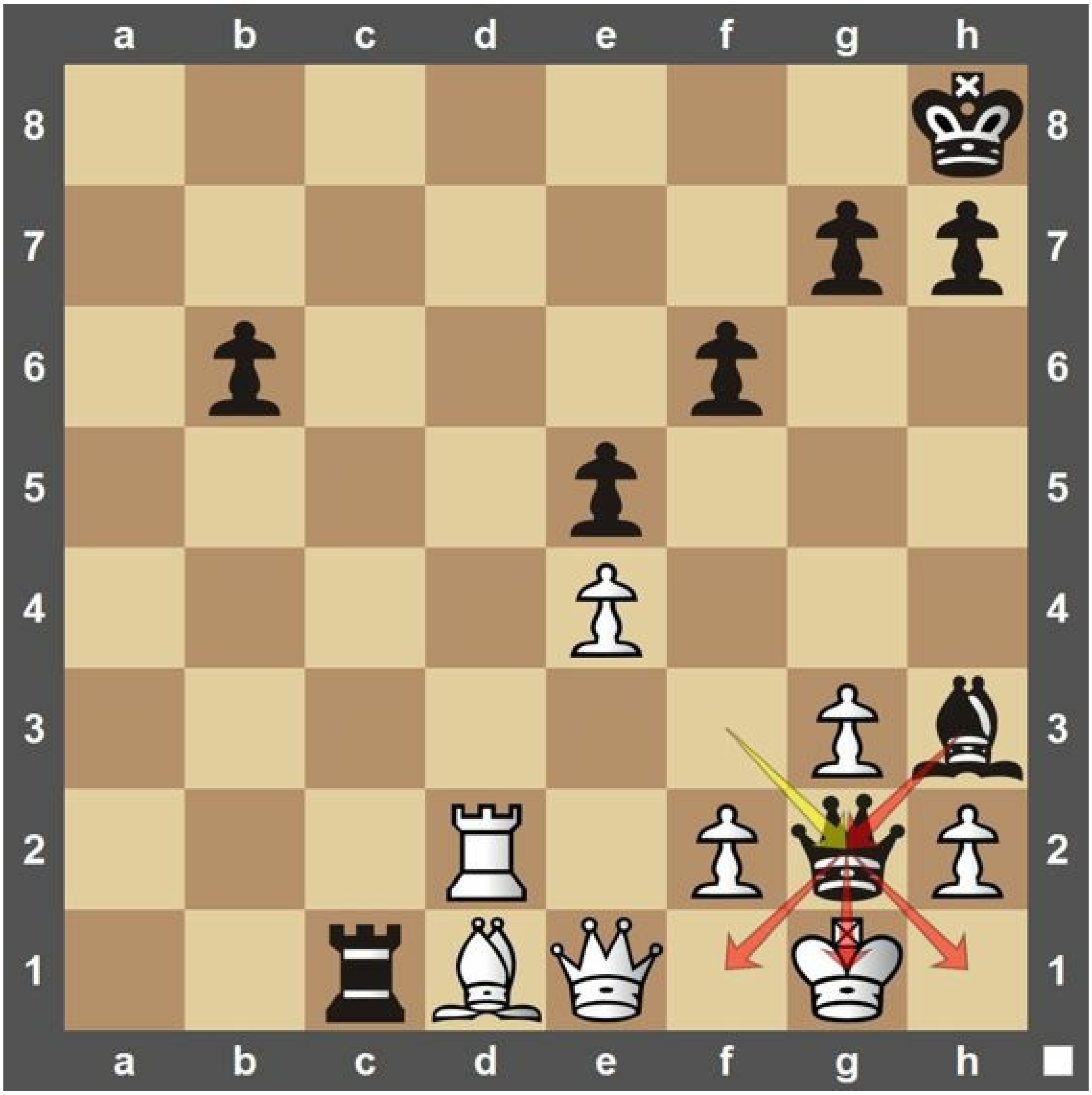
100: **1...Qf3+ 2.Bxf3** [2.Kg1 Qg2#] 2...Rxe1#



100: **1...Qf3+ 2.Bxf3** [2.Kg1 Qg2#] **2...Rxe1#**



100: **1...Qf3+** 2.Bxf3 [**2.Kg1** Qg2#] 2...Rxe1#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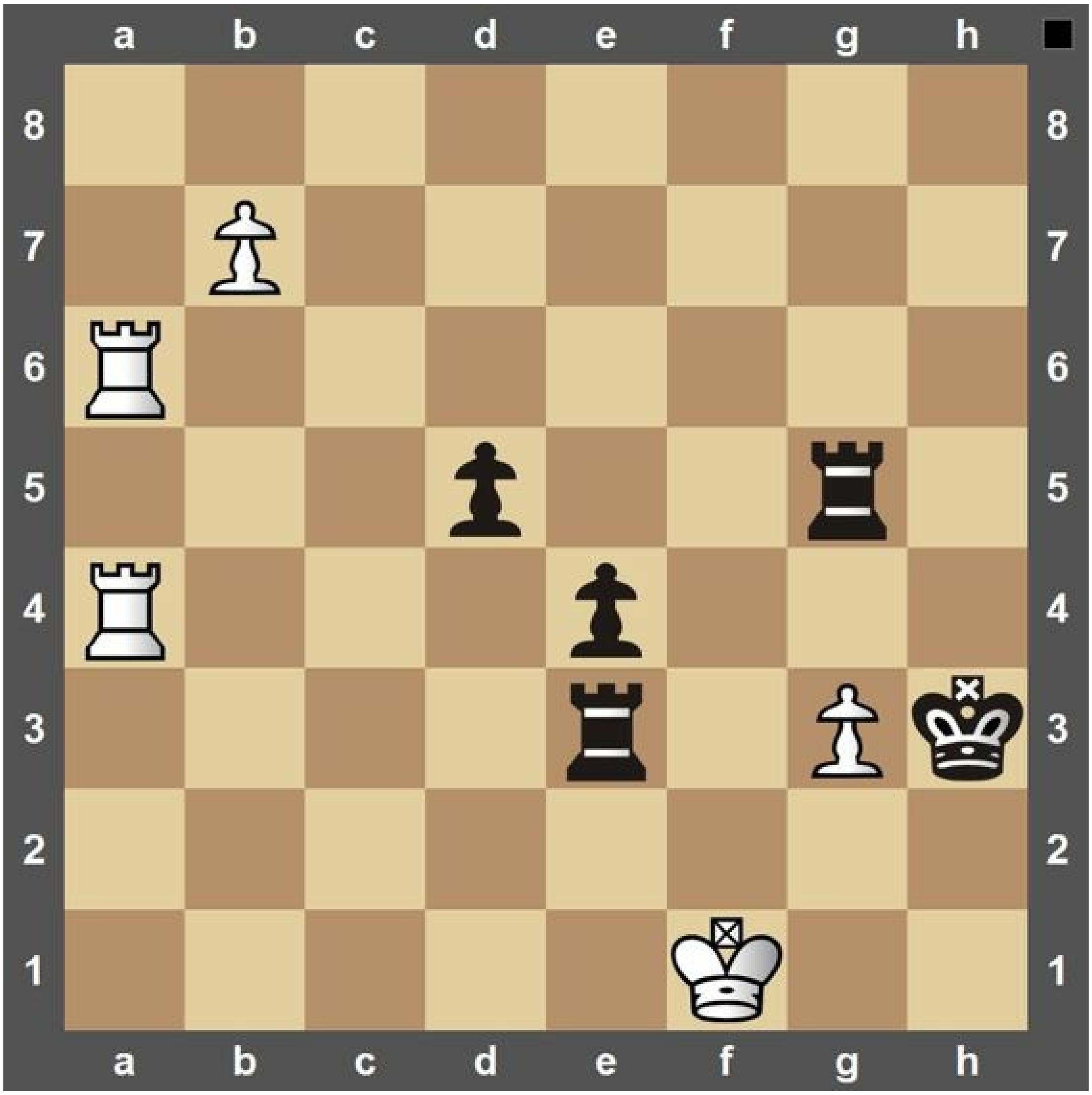
100: **1...Qf3+** 2.Bxf3 [**2.Kg1 Qg2#**] 2...Rxe1#



101: Black to move.

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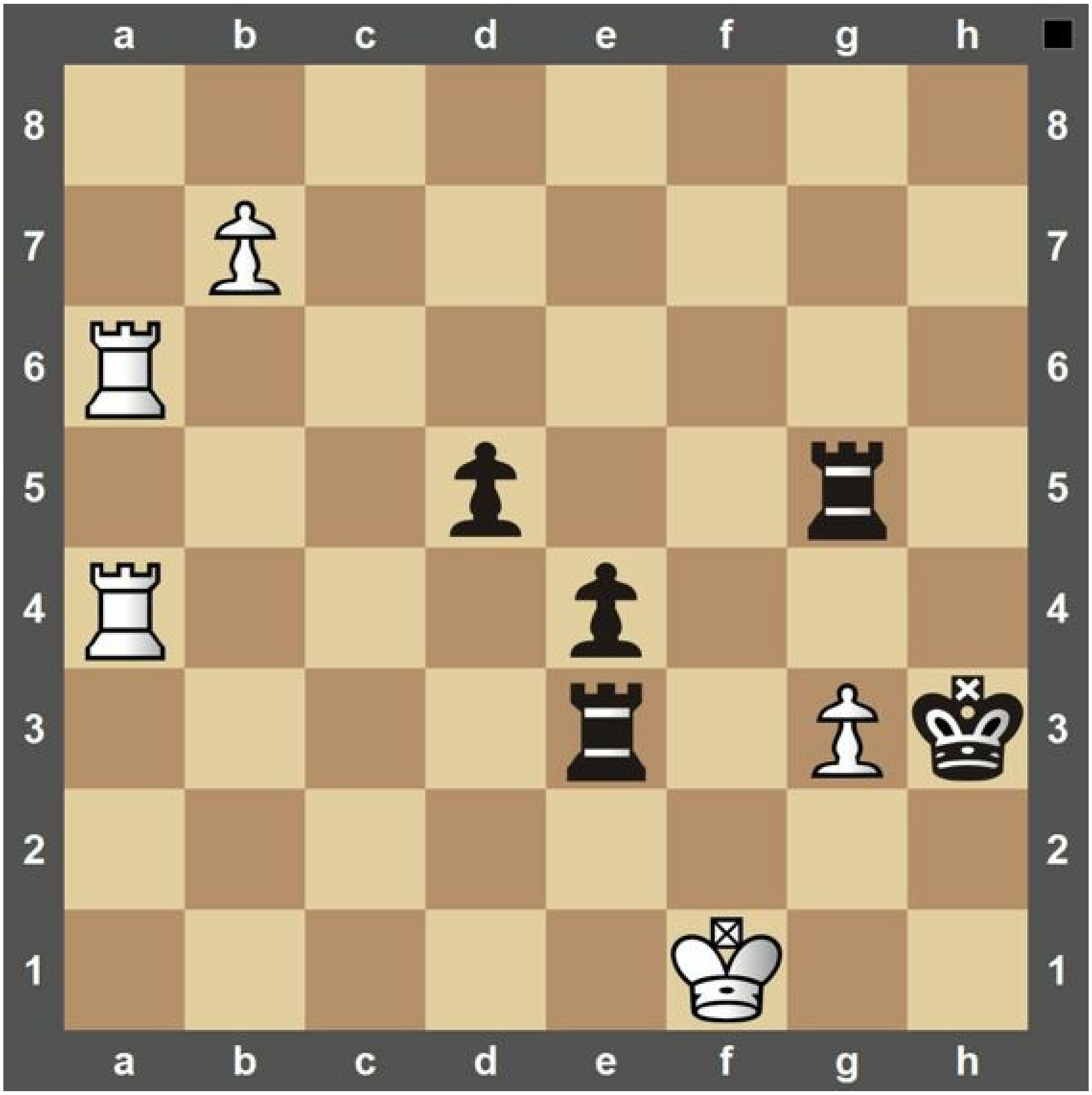
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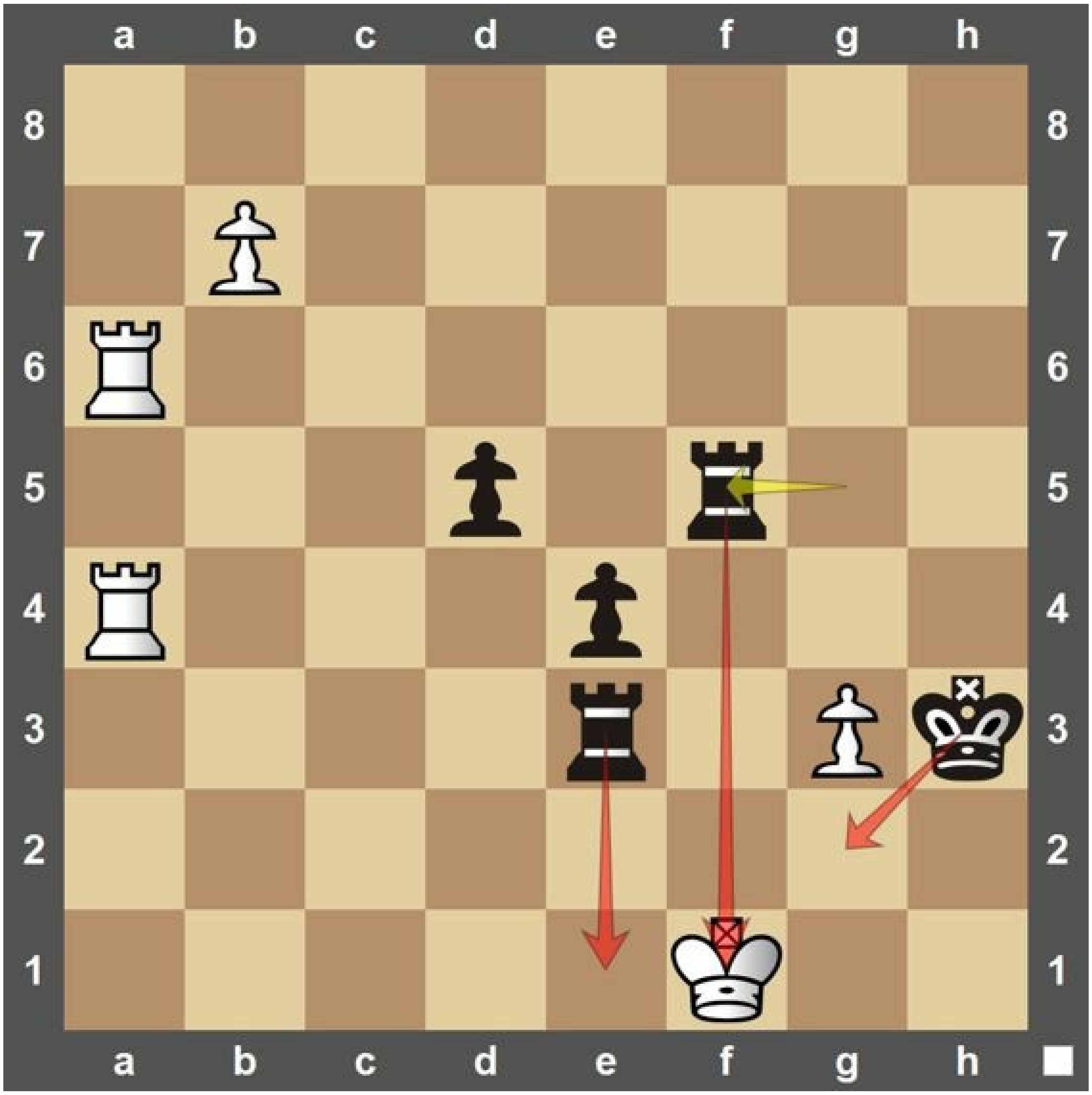
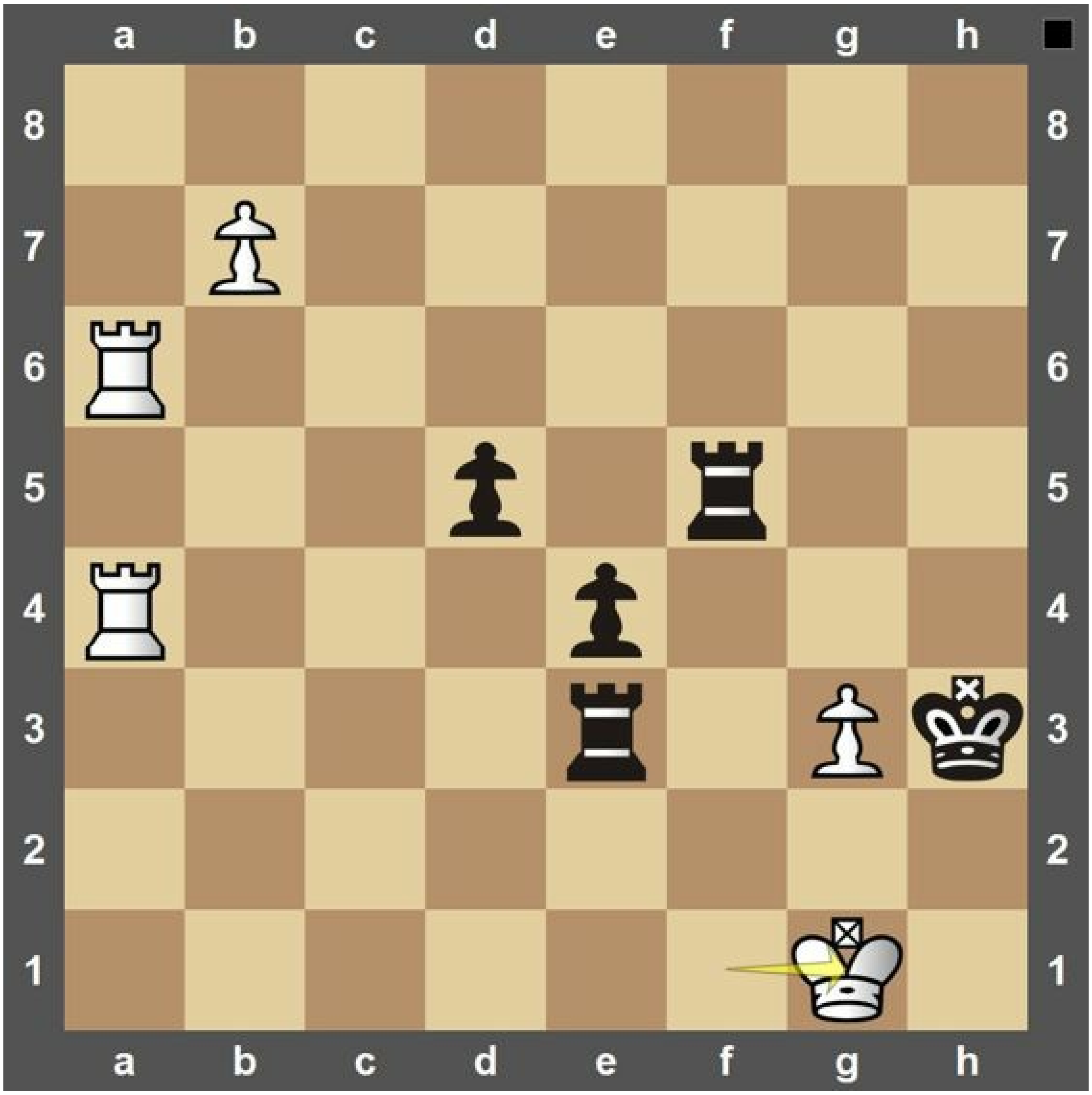
101: 1...Rf5+ 2.Kg1 Re1#

[Back] [Next]



101: **1...Rf5+** 2.Kg1 Re1#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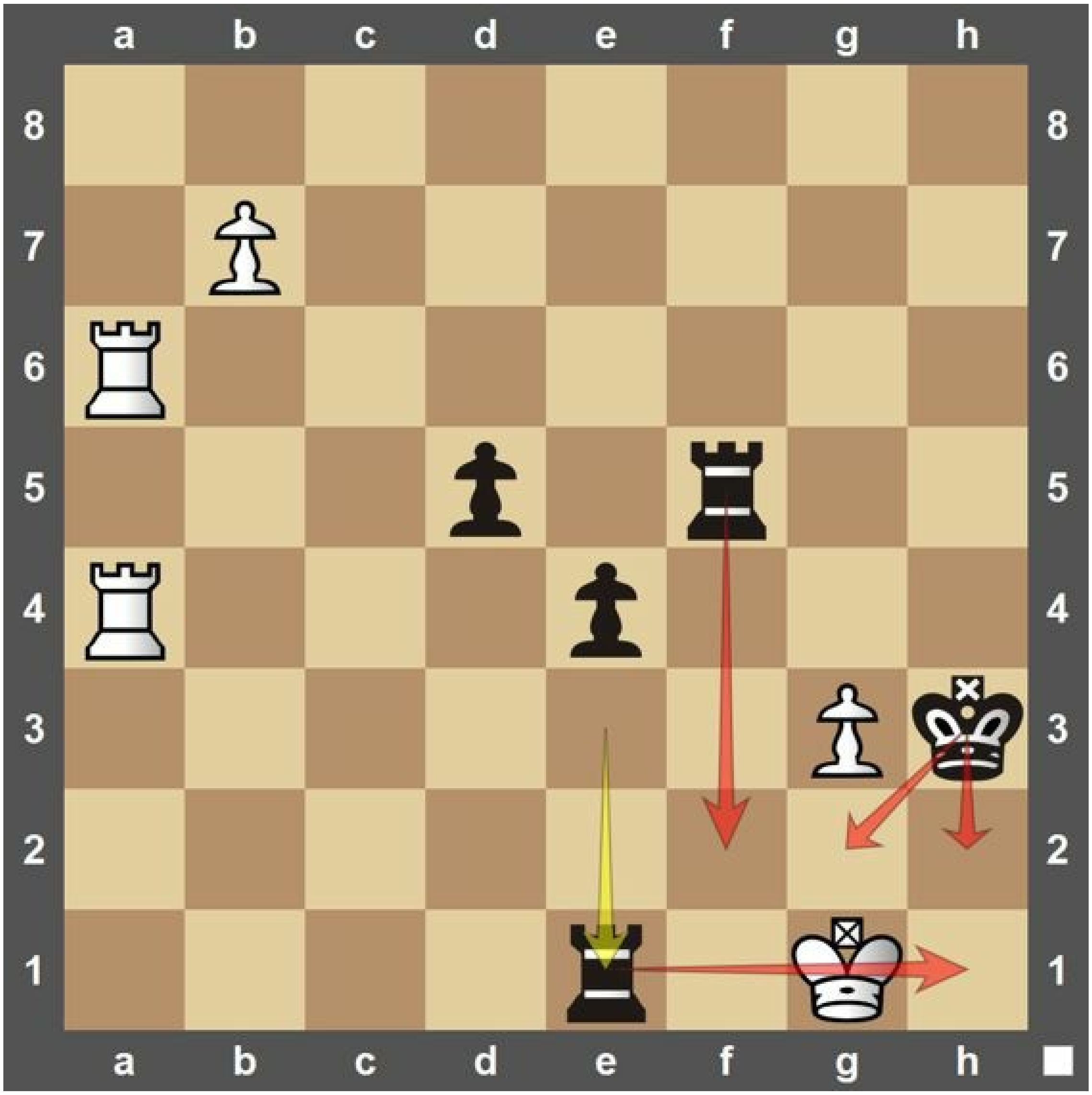
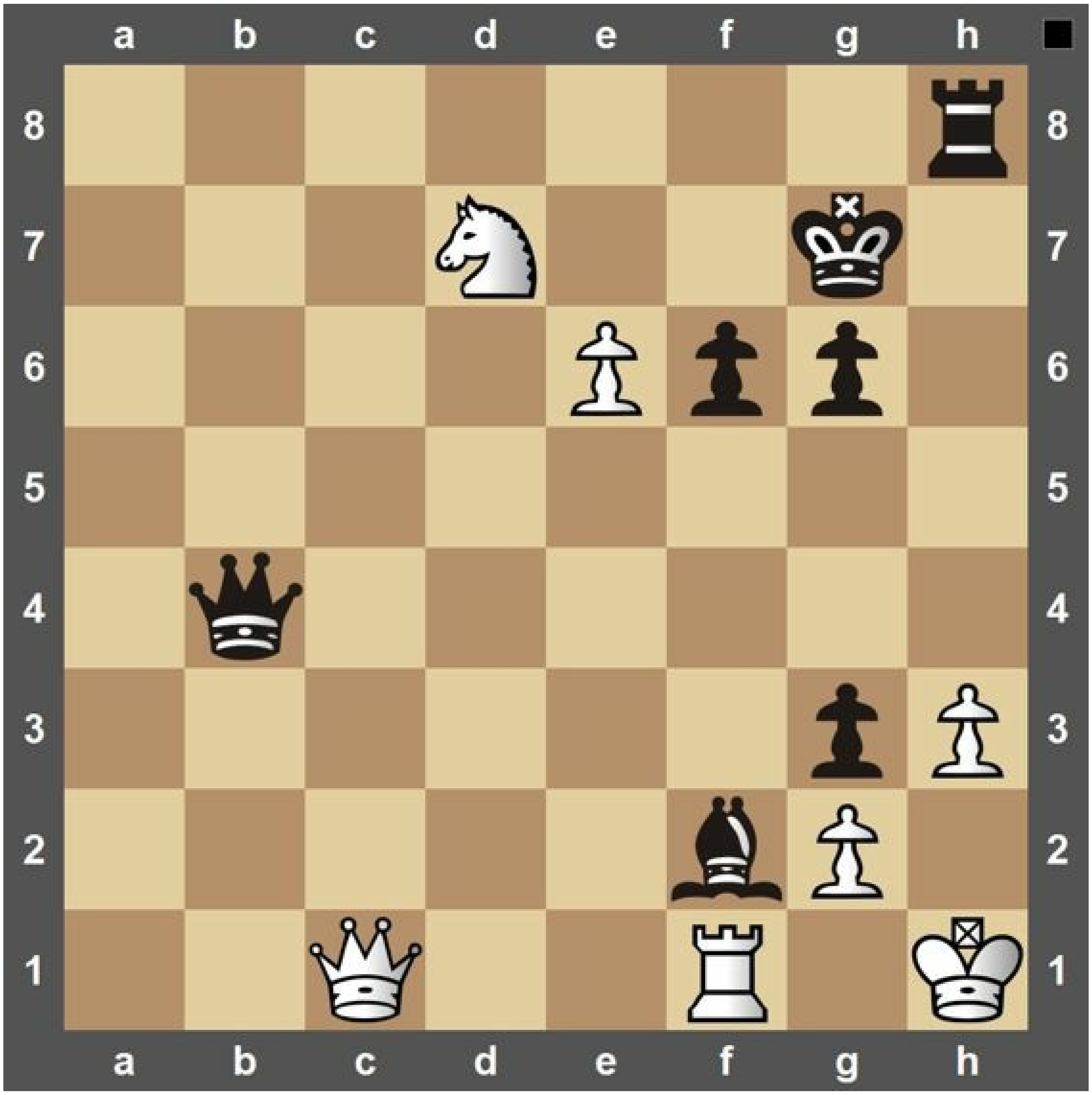
101: **1...Rf5+ 2.Kg1** Re1#



101: **1...Rf5+ 2.Kg1 Re1#**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102: Black to move.

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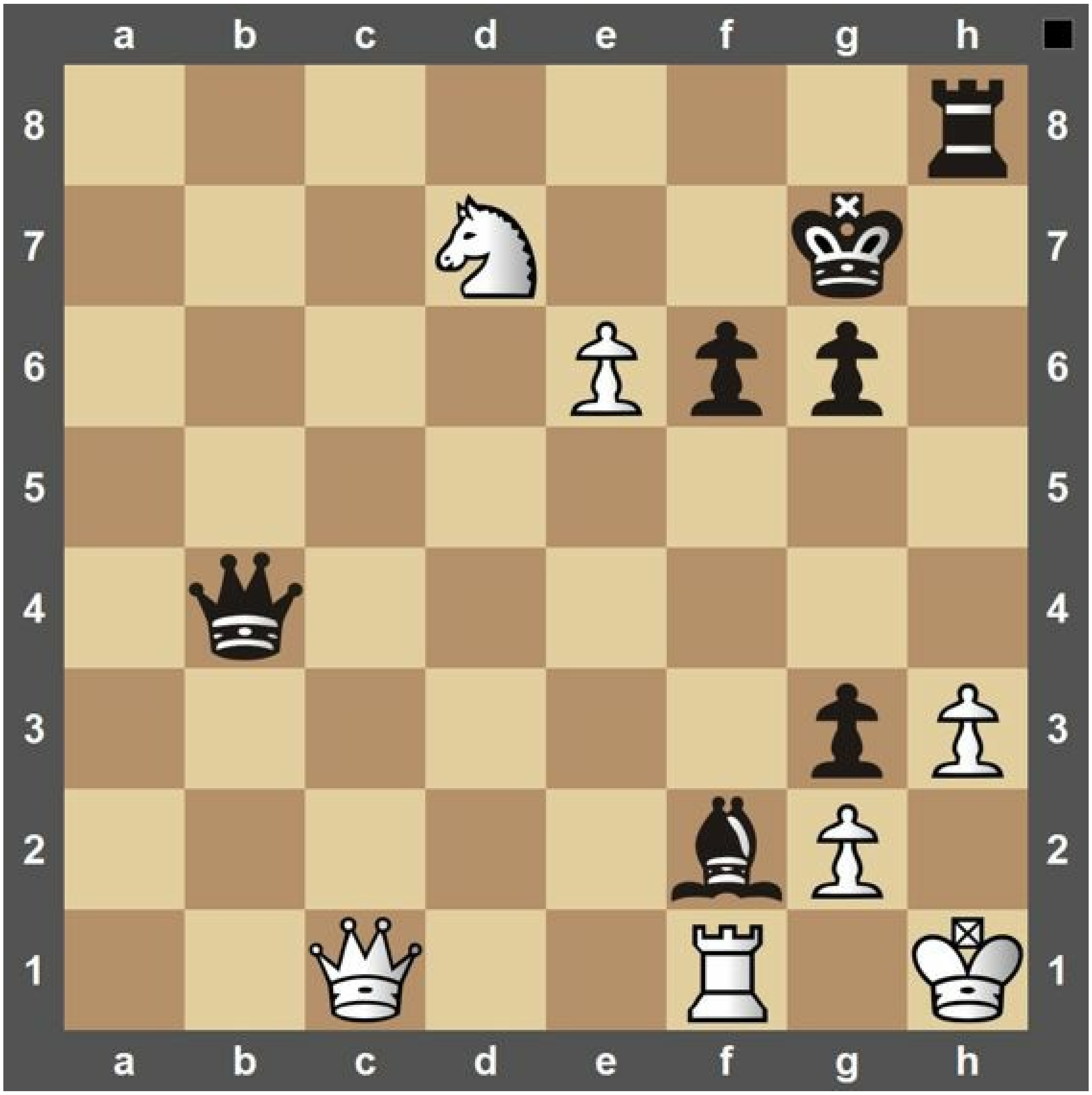

102: 1...Rxh3+ 2.gxh3 Qe4#

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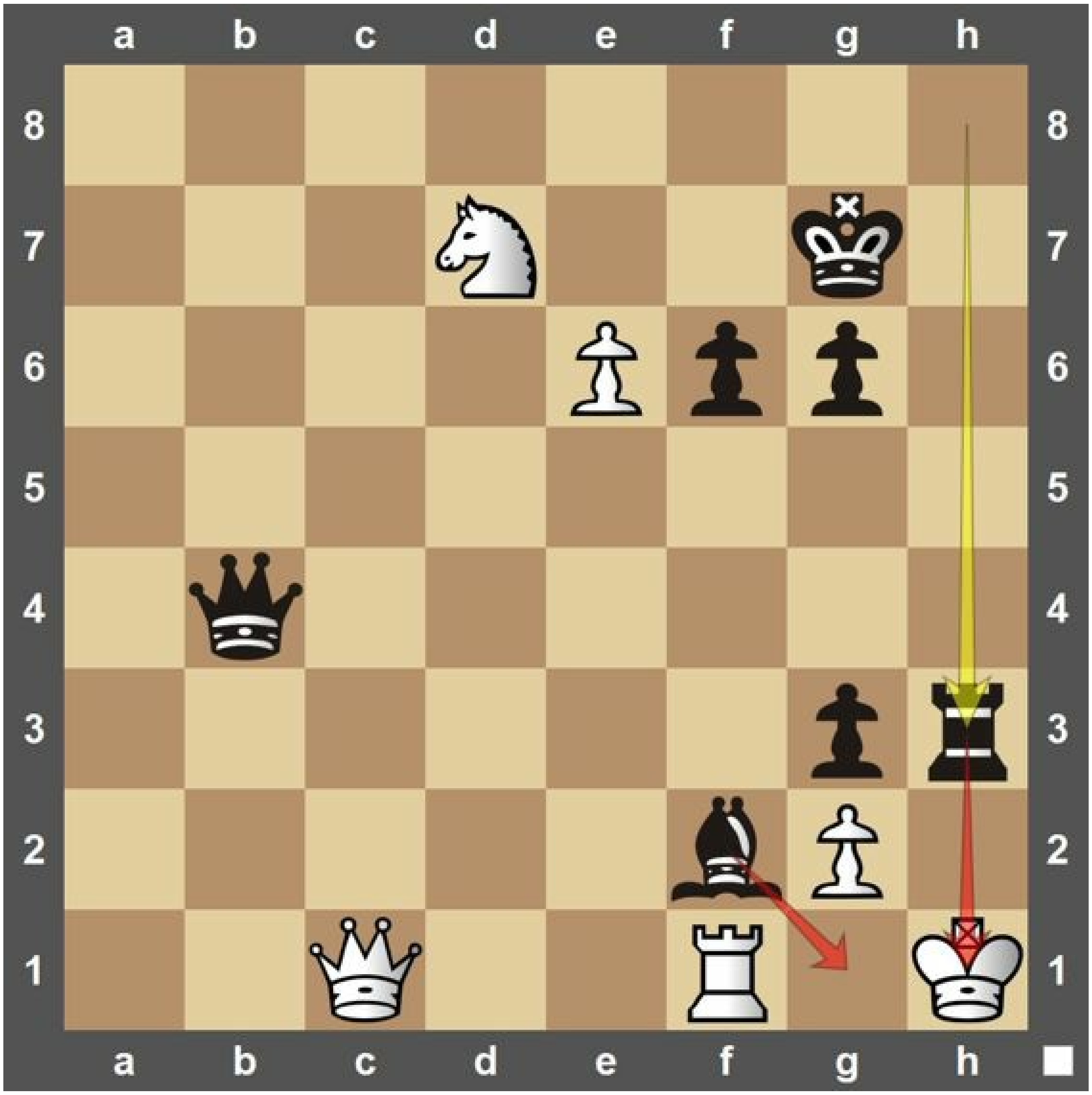
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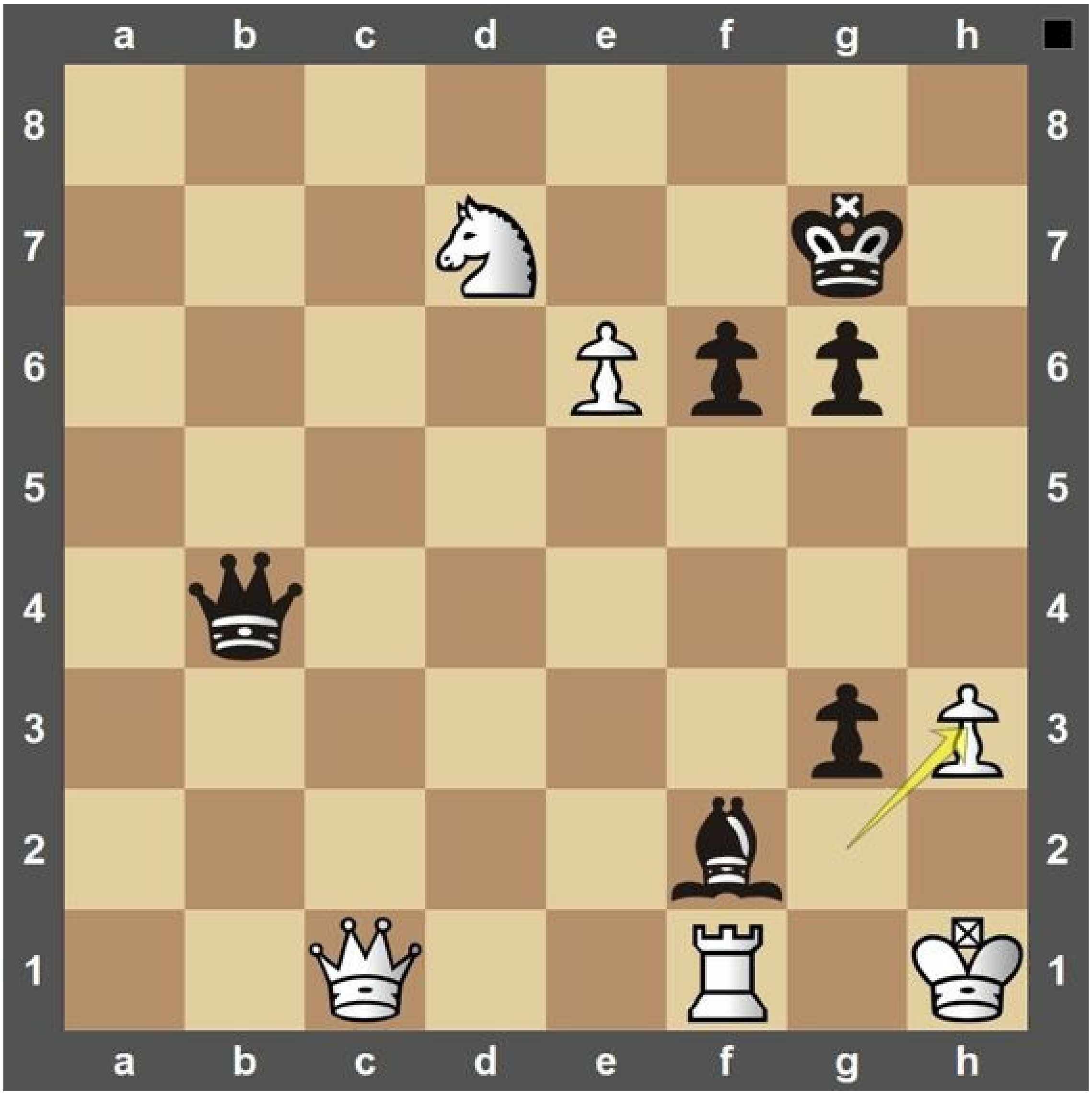
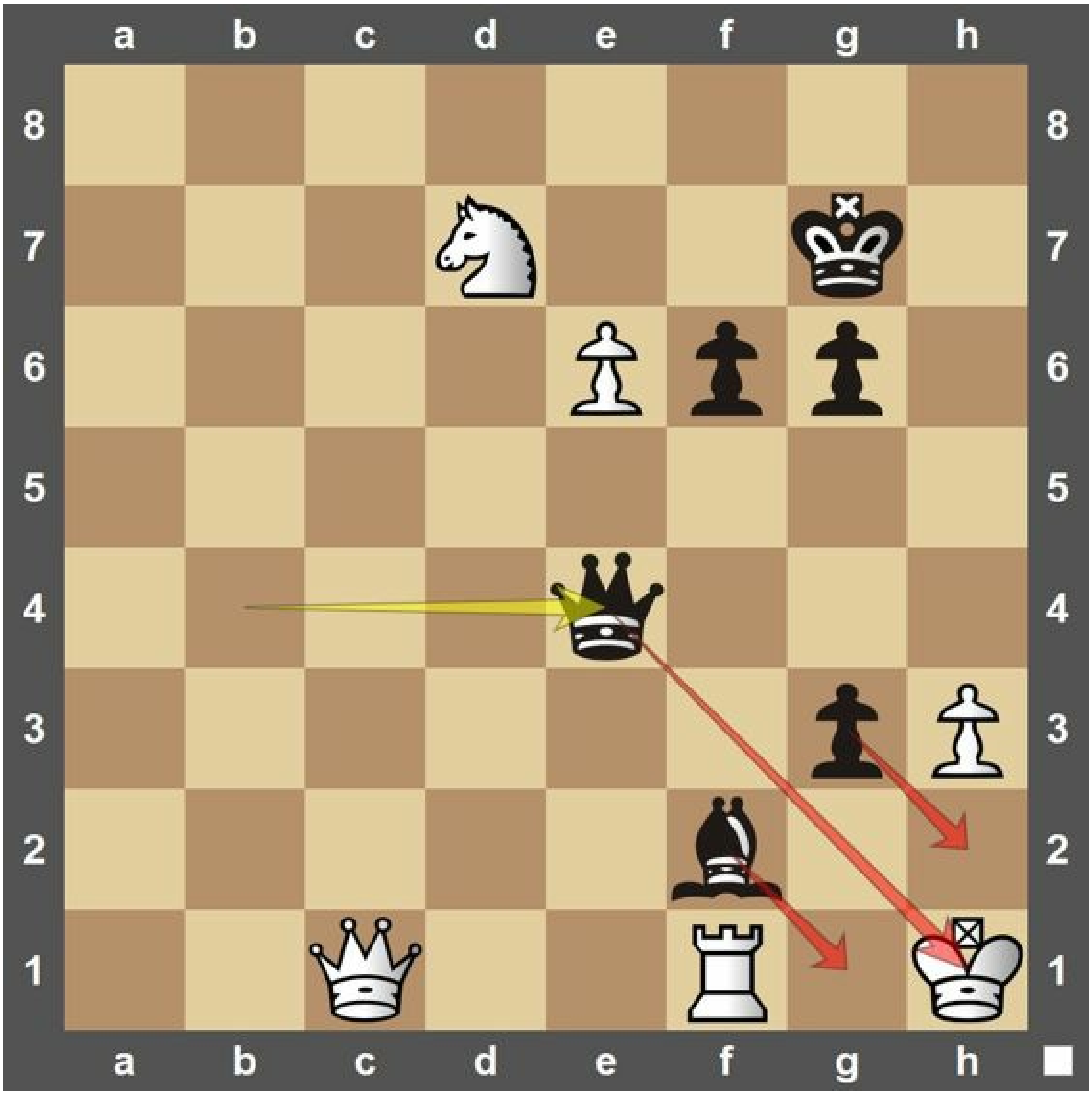
102: **1...Rxh3+** 2.gxh3 Qe4#



102: **1...Rxh3+ 2.gxh3** Qe4#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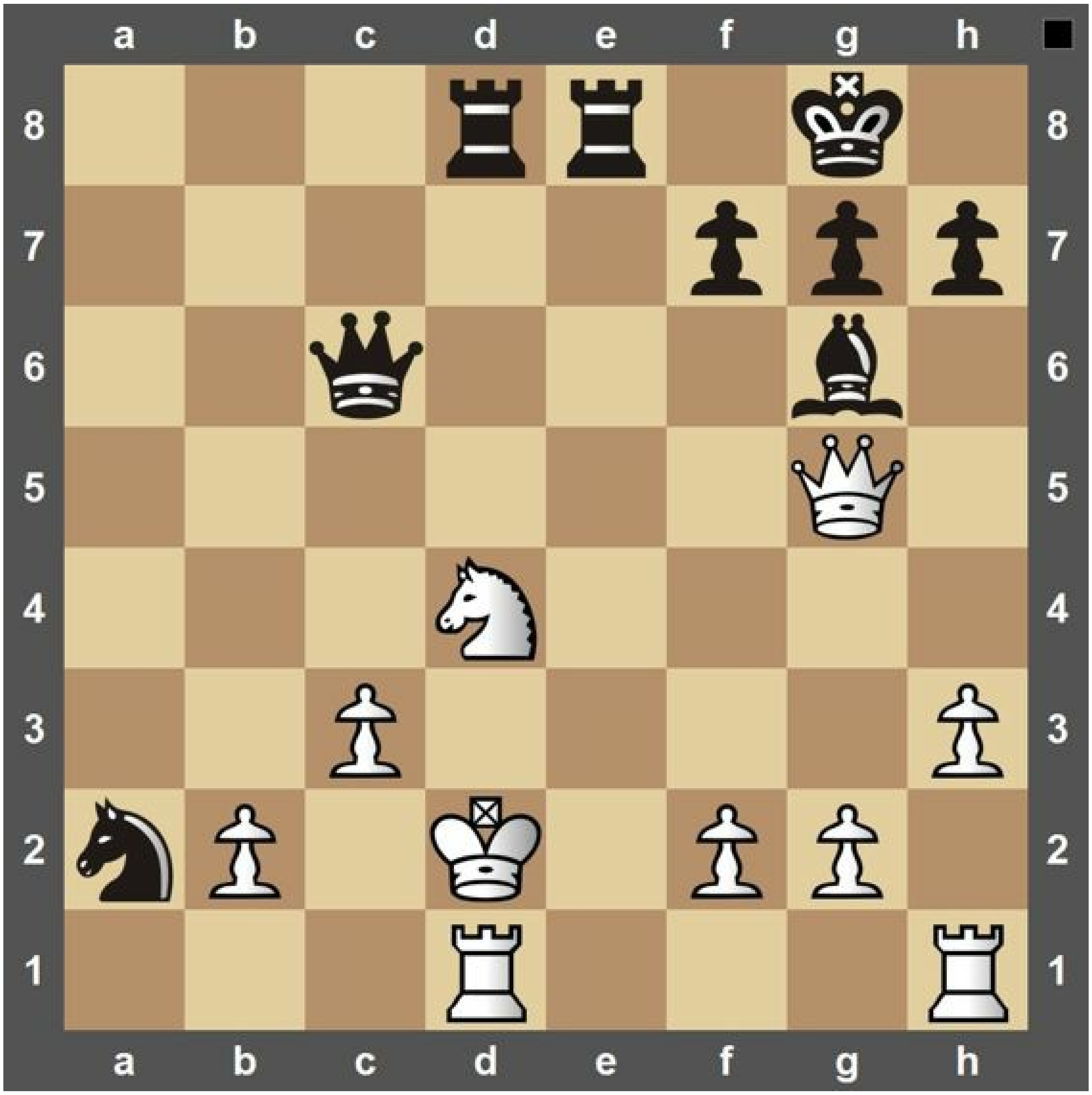
102: **1...Rxh3+ 2.gxh3 Qe4#**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103: Black to move.

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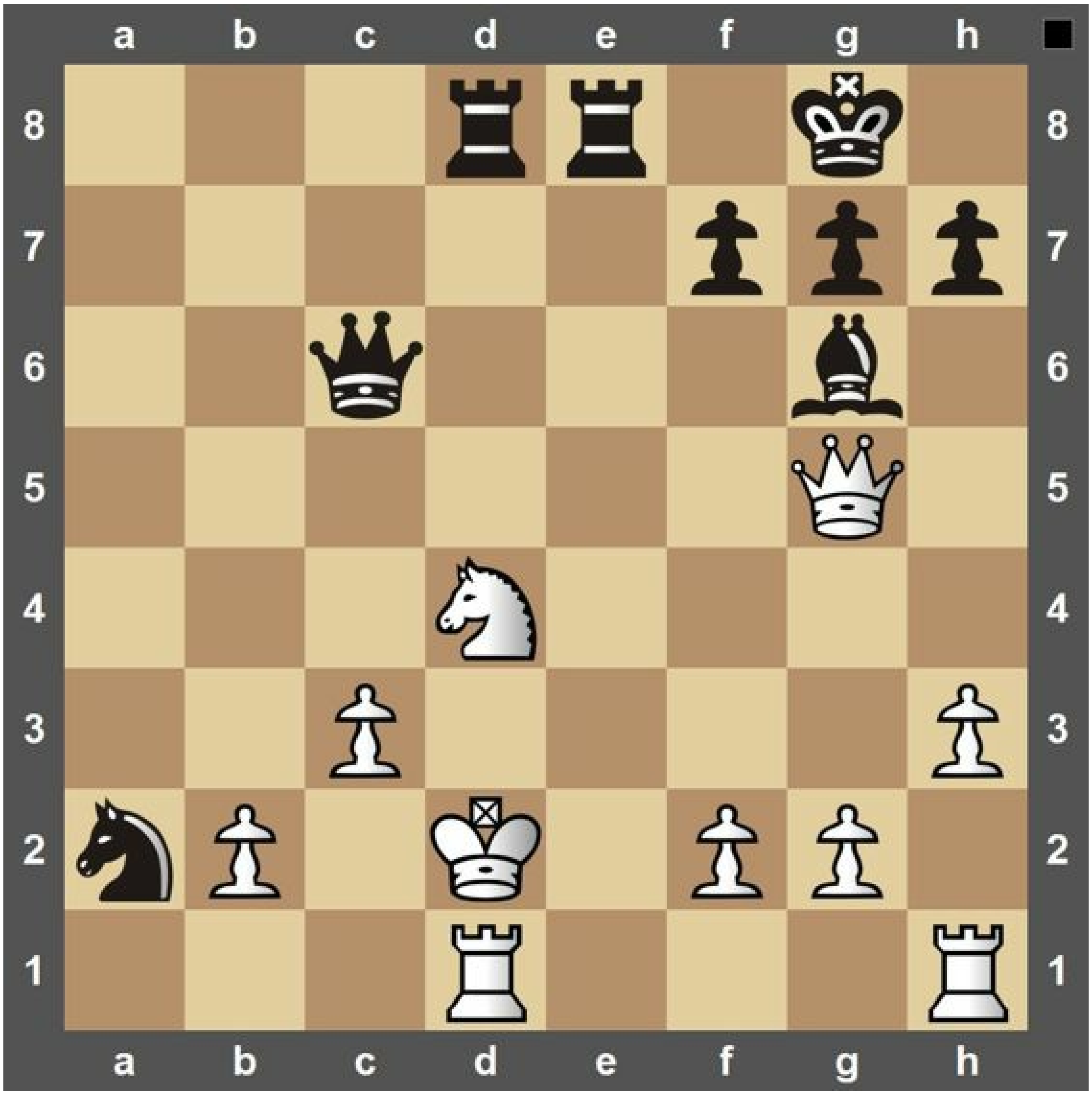

103: 1...Rxd4+ 2.cxd4 Qc2#

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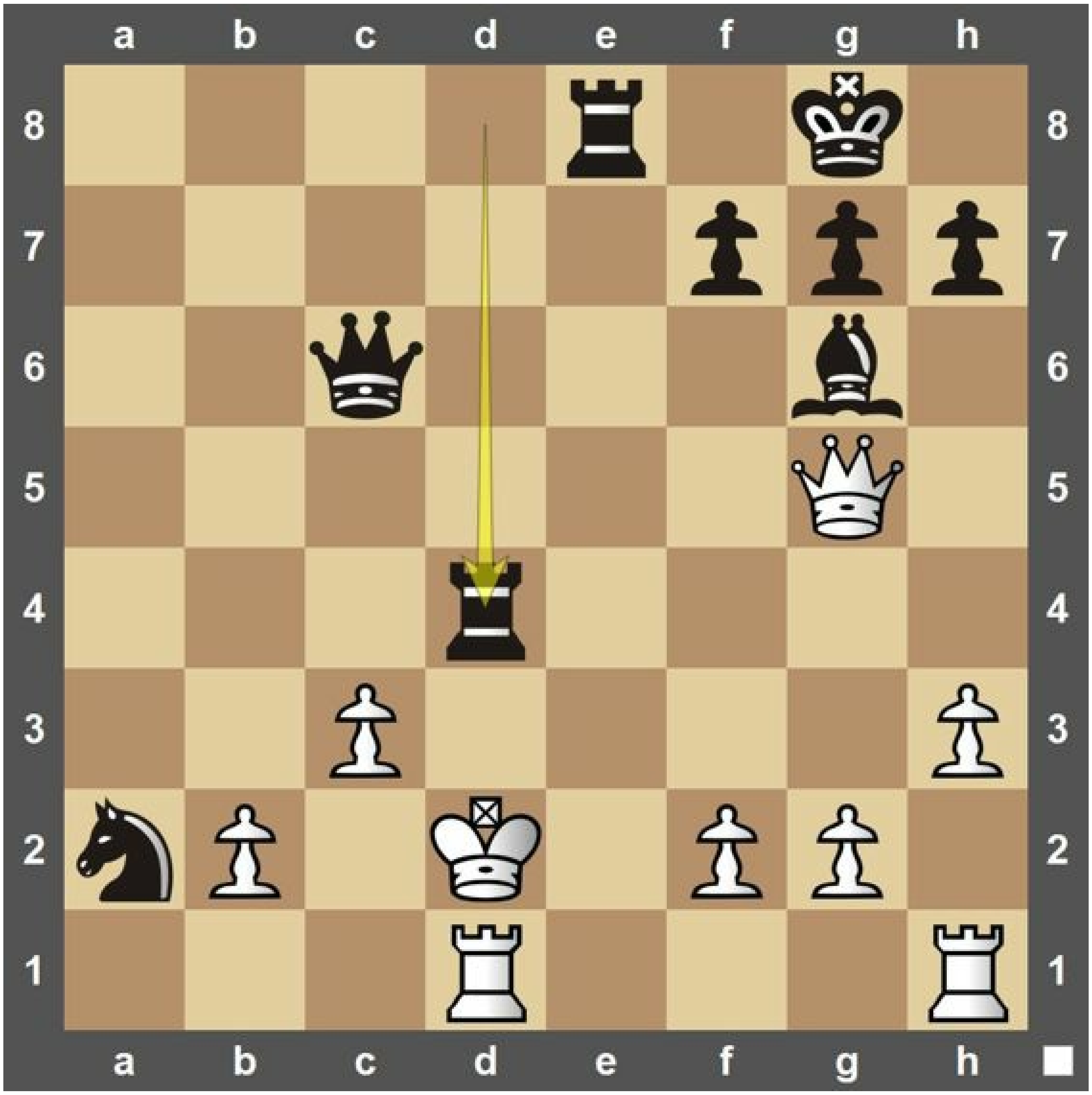
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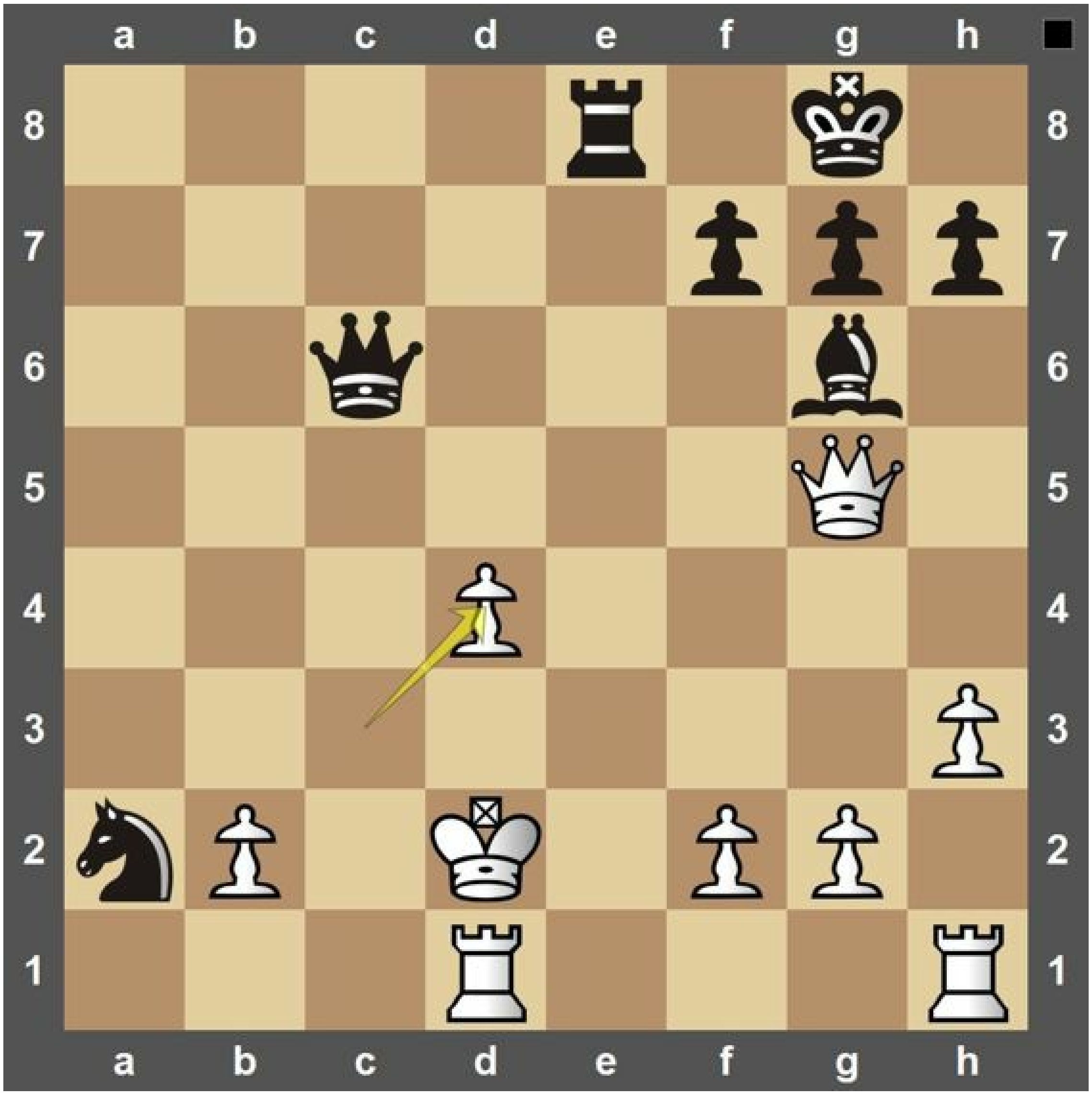
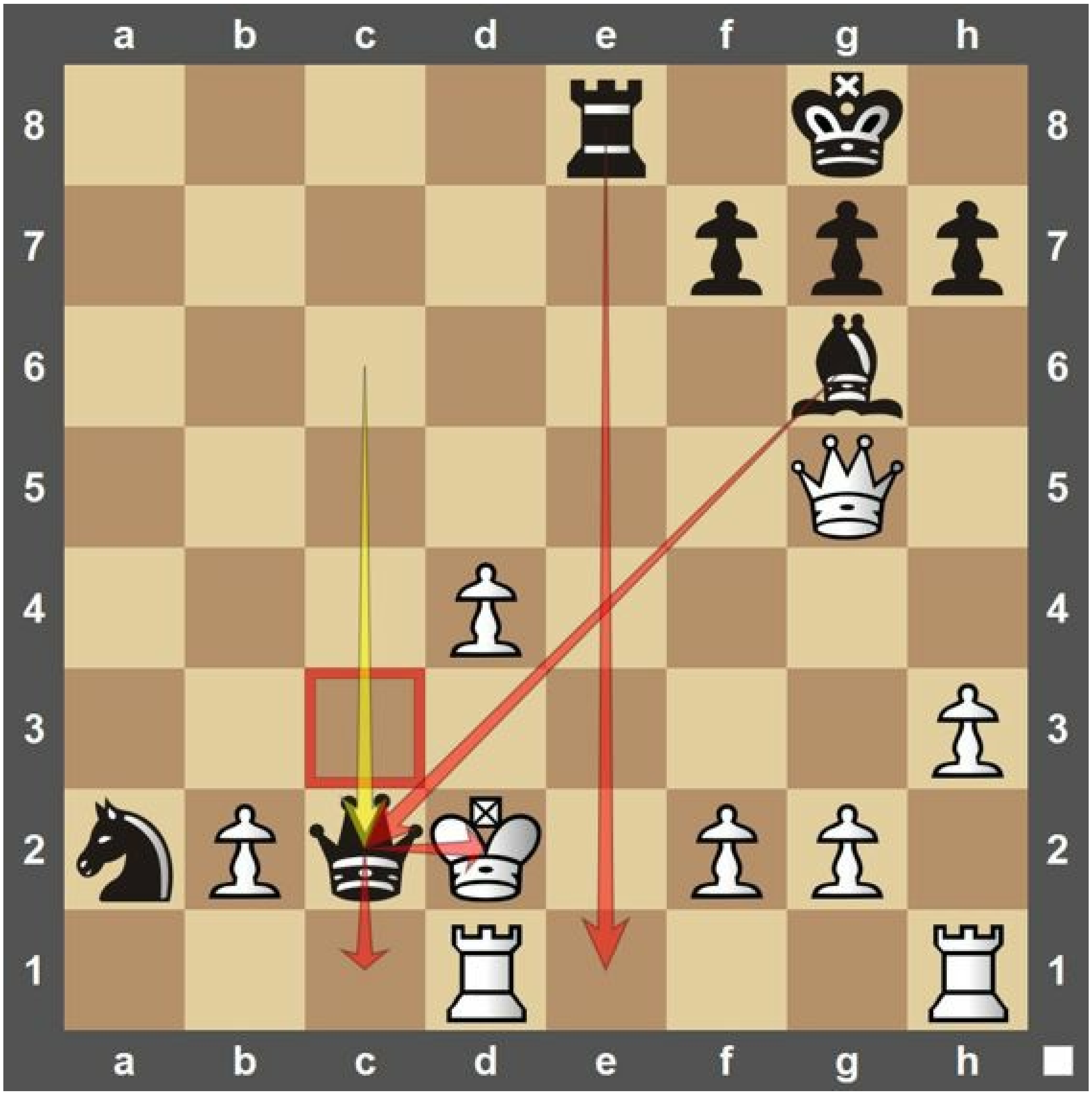
103: **1...Rxd4+** 2.cxd4 Qc2#



103: **1...Rxd4+ 2.cxd4** Qc2#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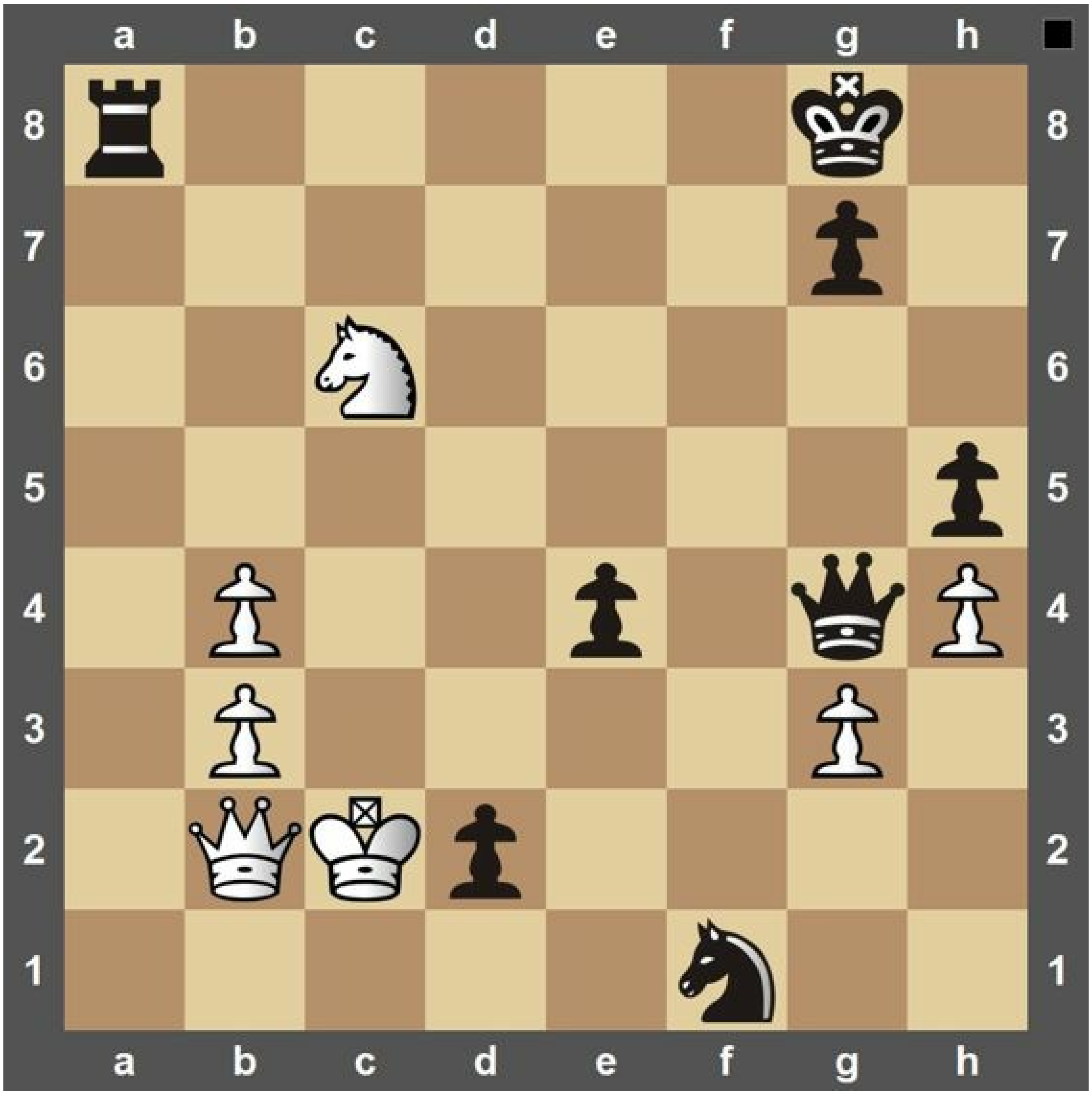
103: **1...Rxd4+ 2.cxd4 Qc2#**



104: Black to move.

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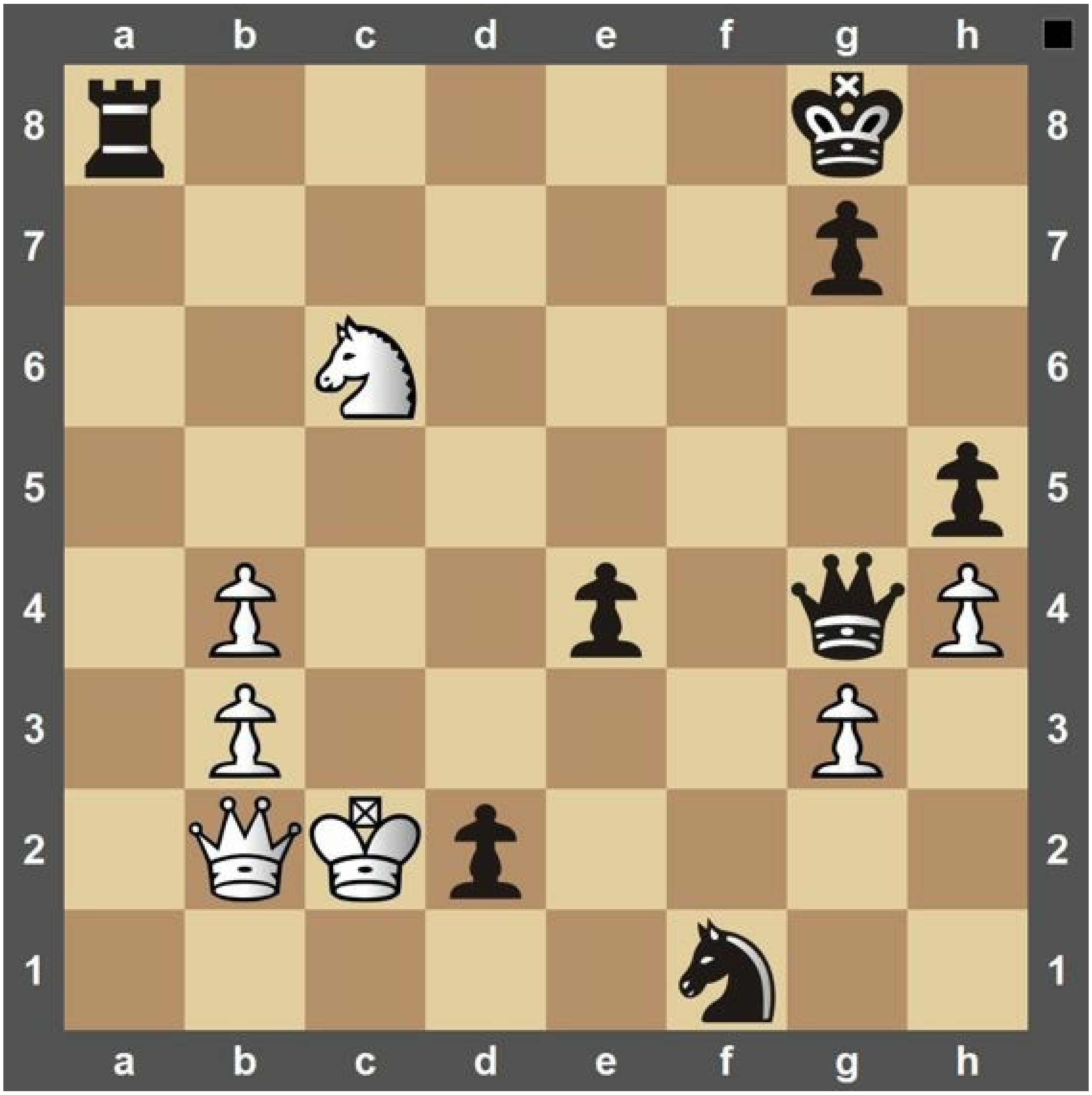

104: 1...d1Q+ 2.Kc3 Qd3#

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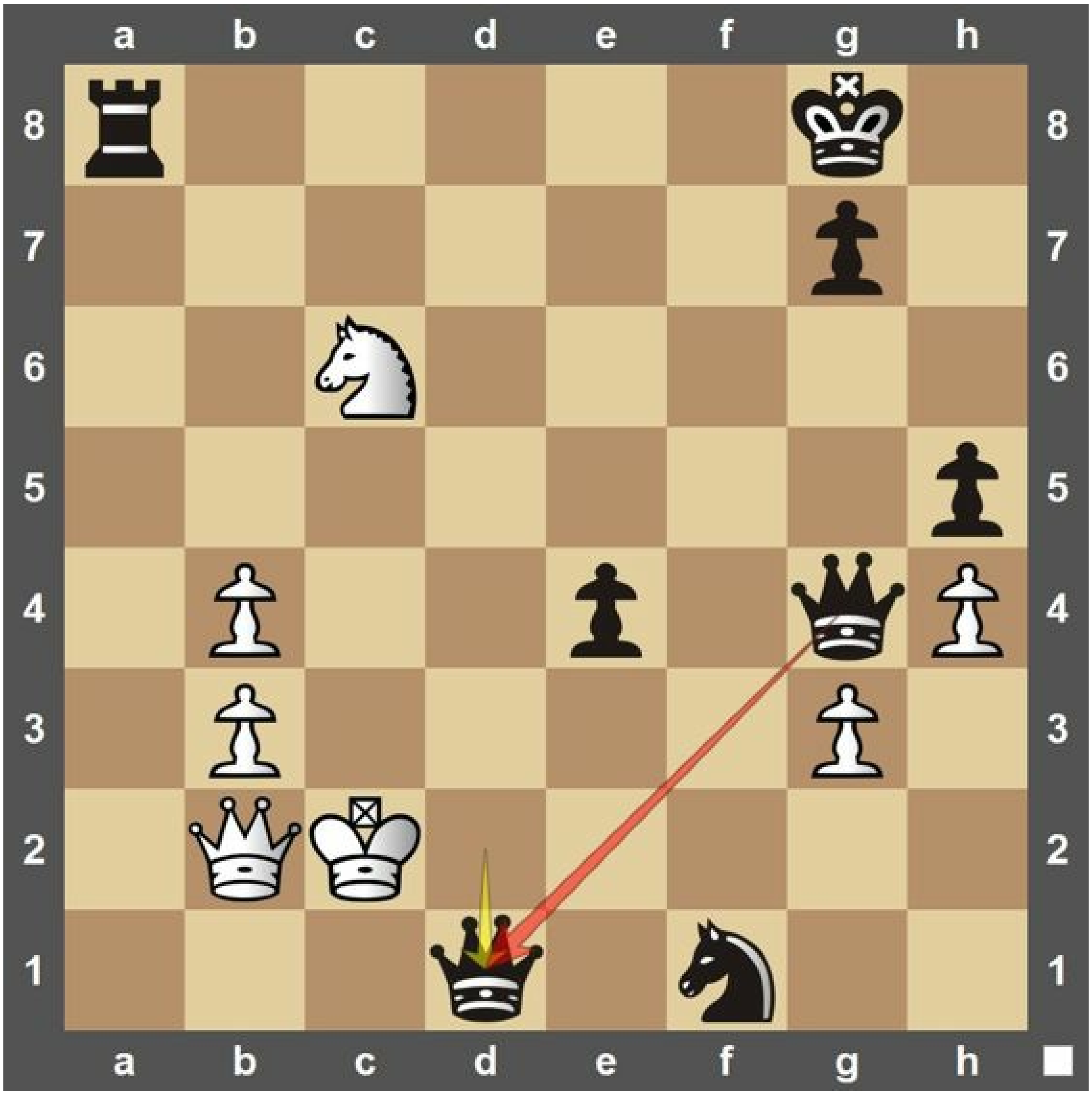
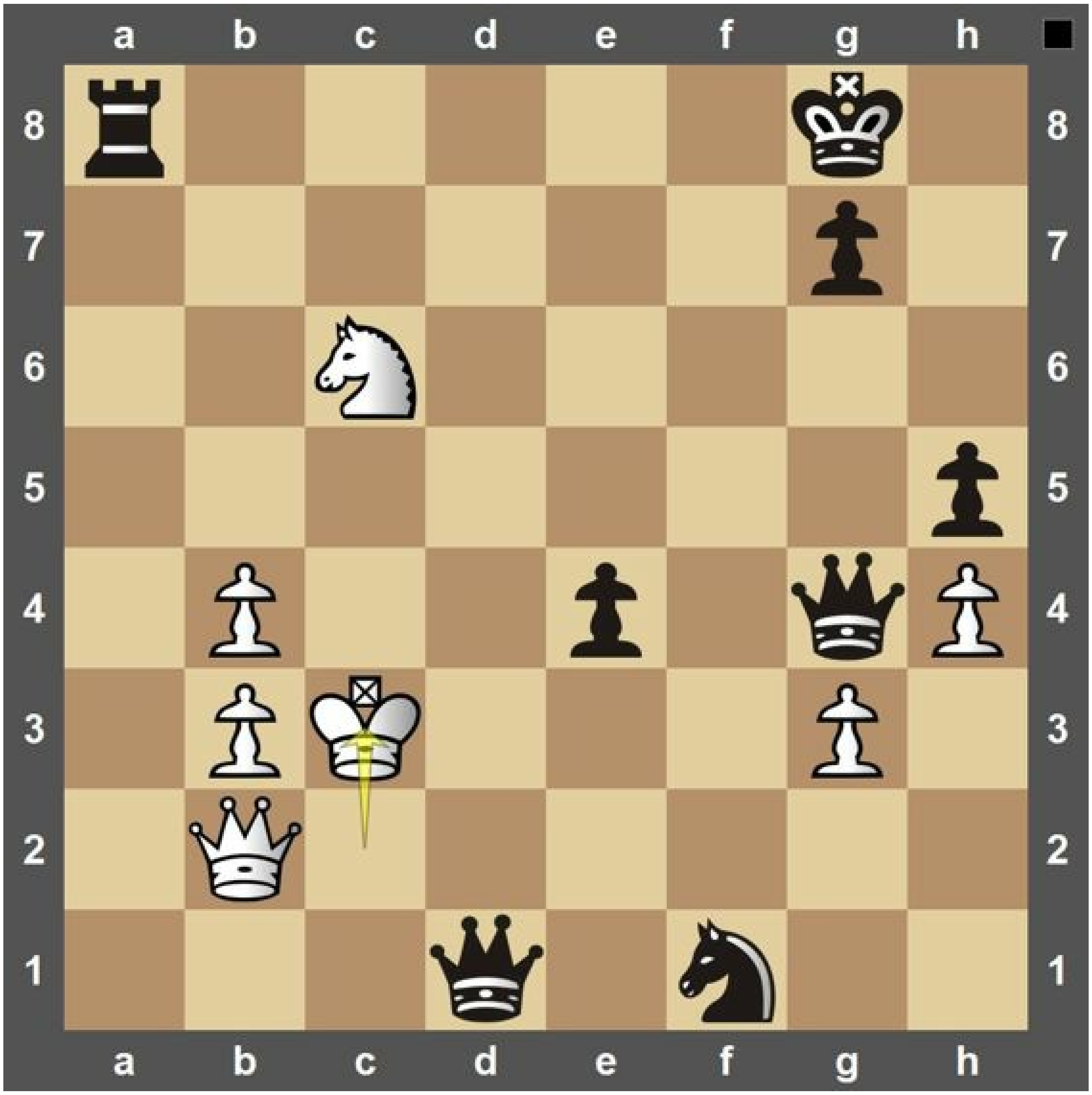


104: **1...d1Q+** 2.Kc3 Qd3#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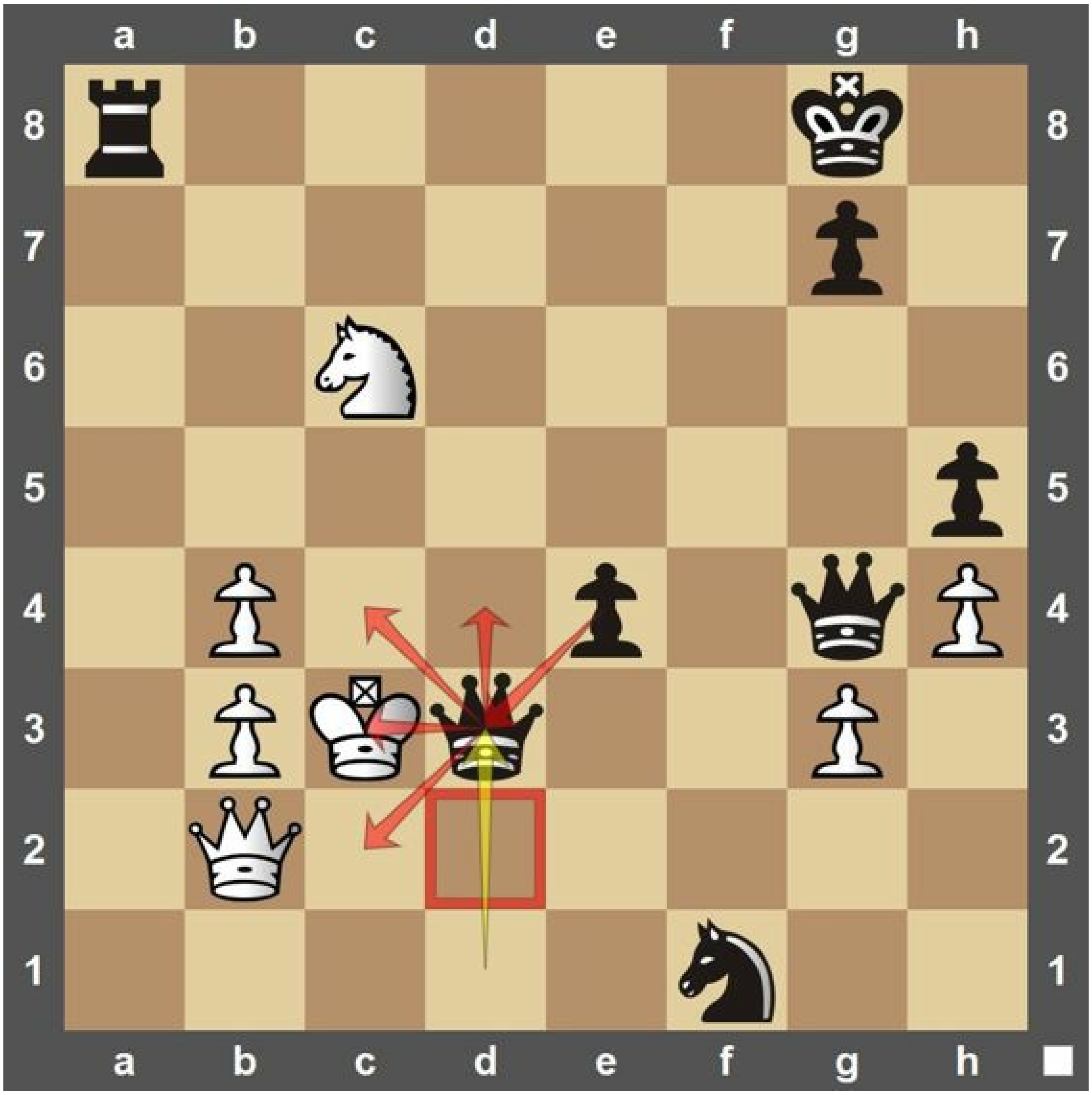
104: **1...d1Q+ 2.Kc3** Qd3#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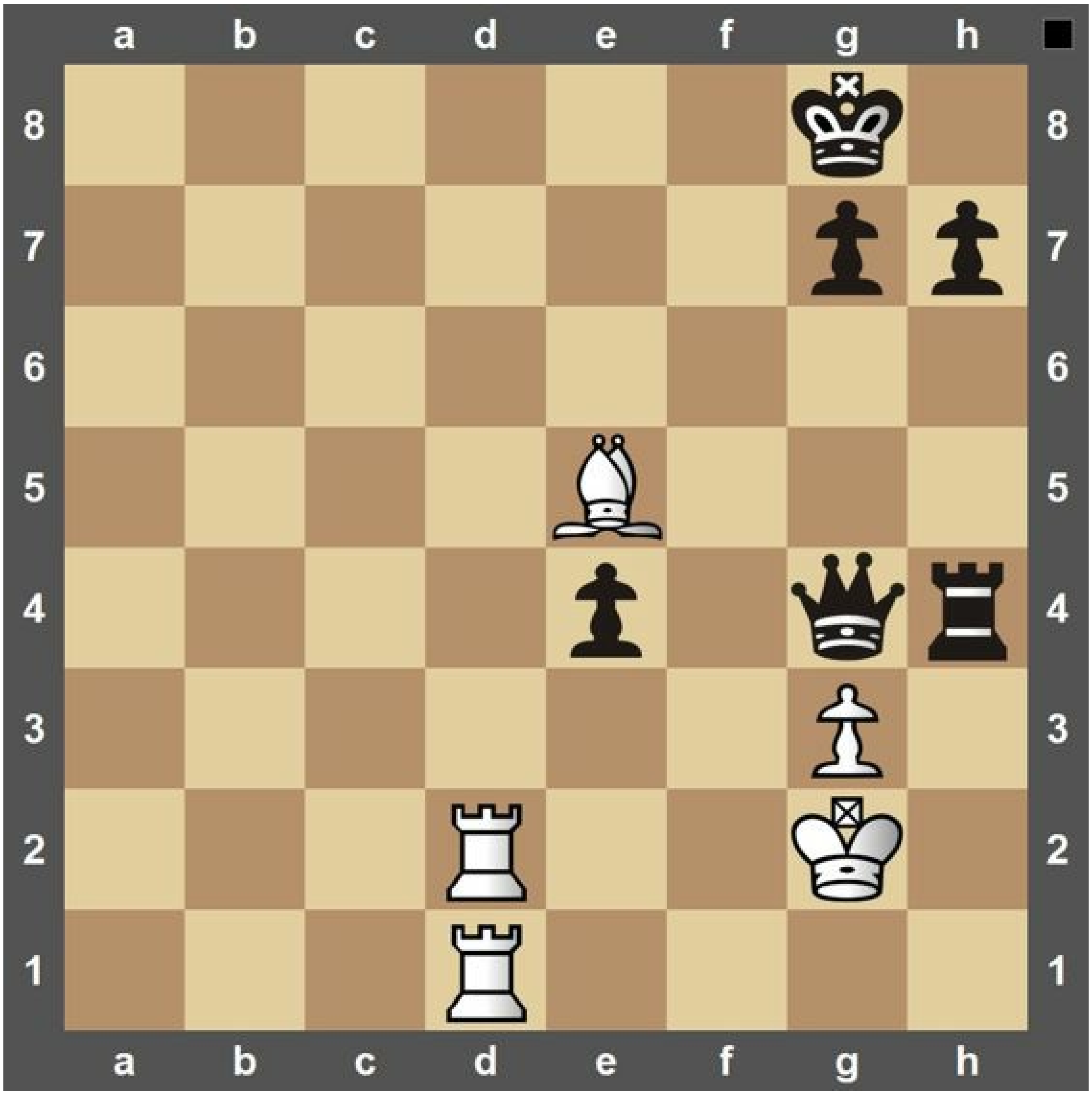
104: **1...d1Q+ 2.Kc3 Qd3#**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105: Black to move.

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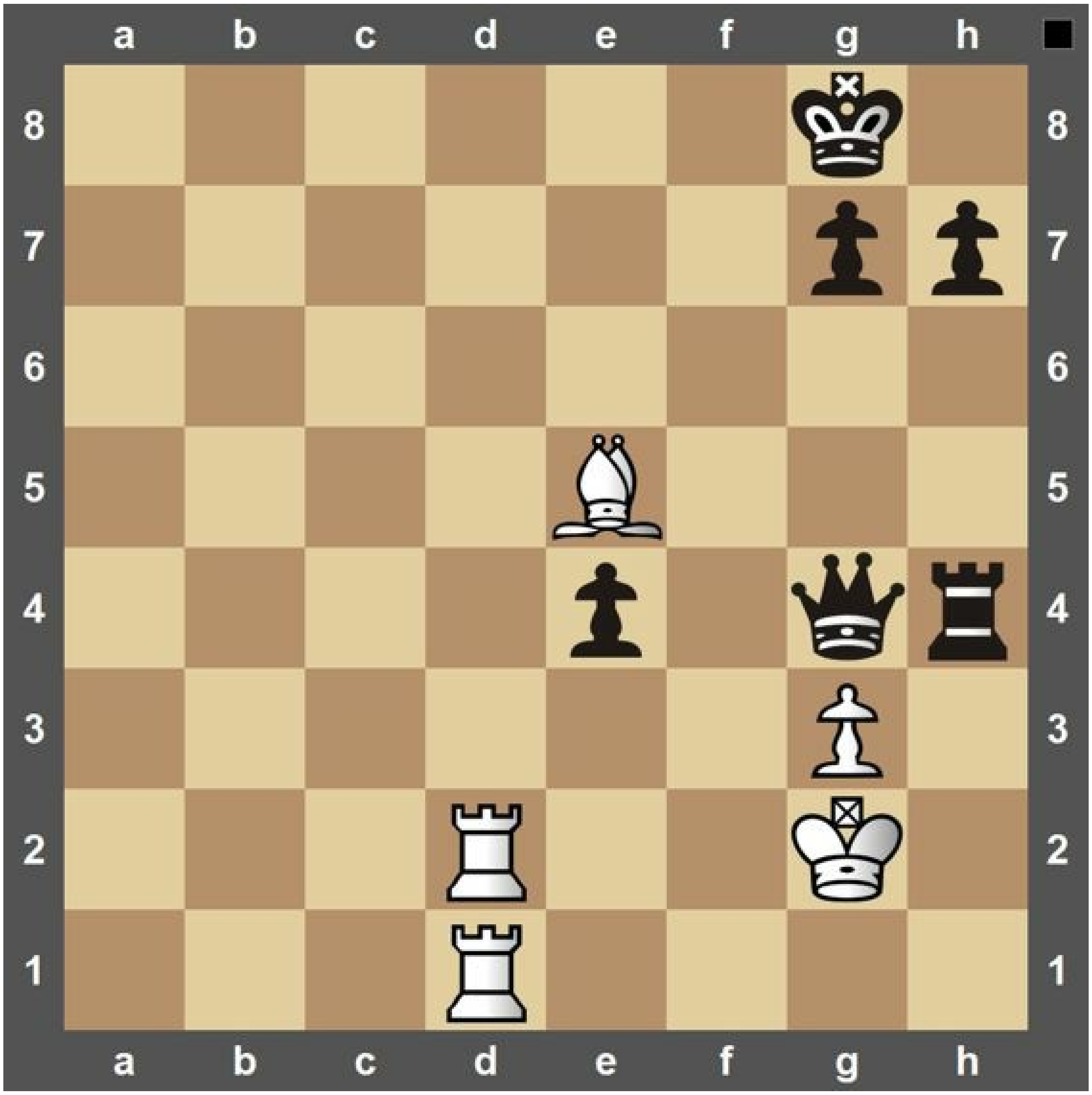

105: 1...Qf3+ 2.Kg1 Rh1#

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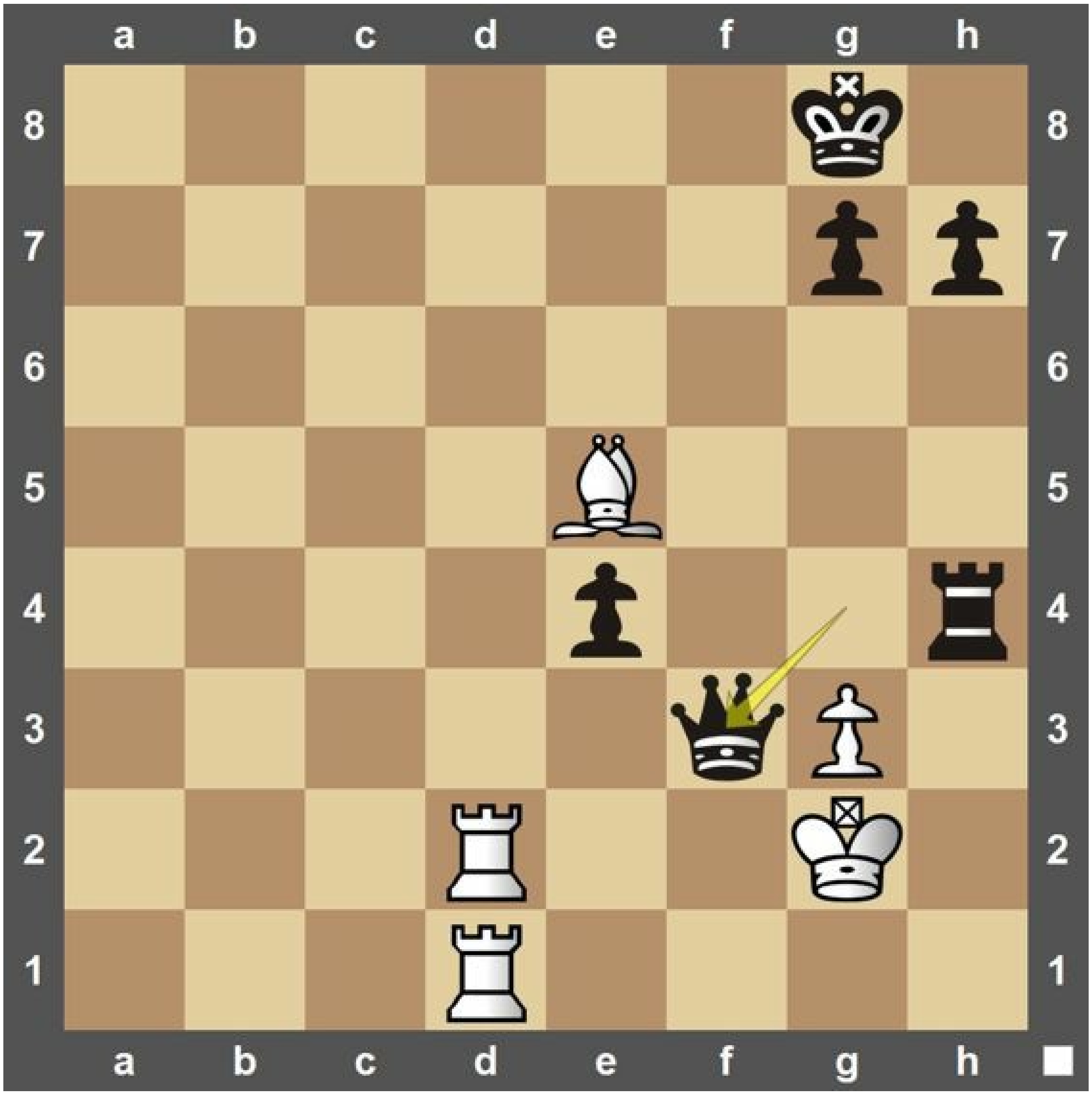
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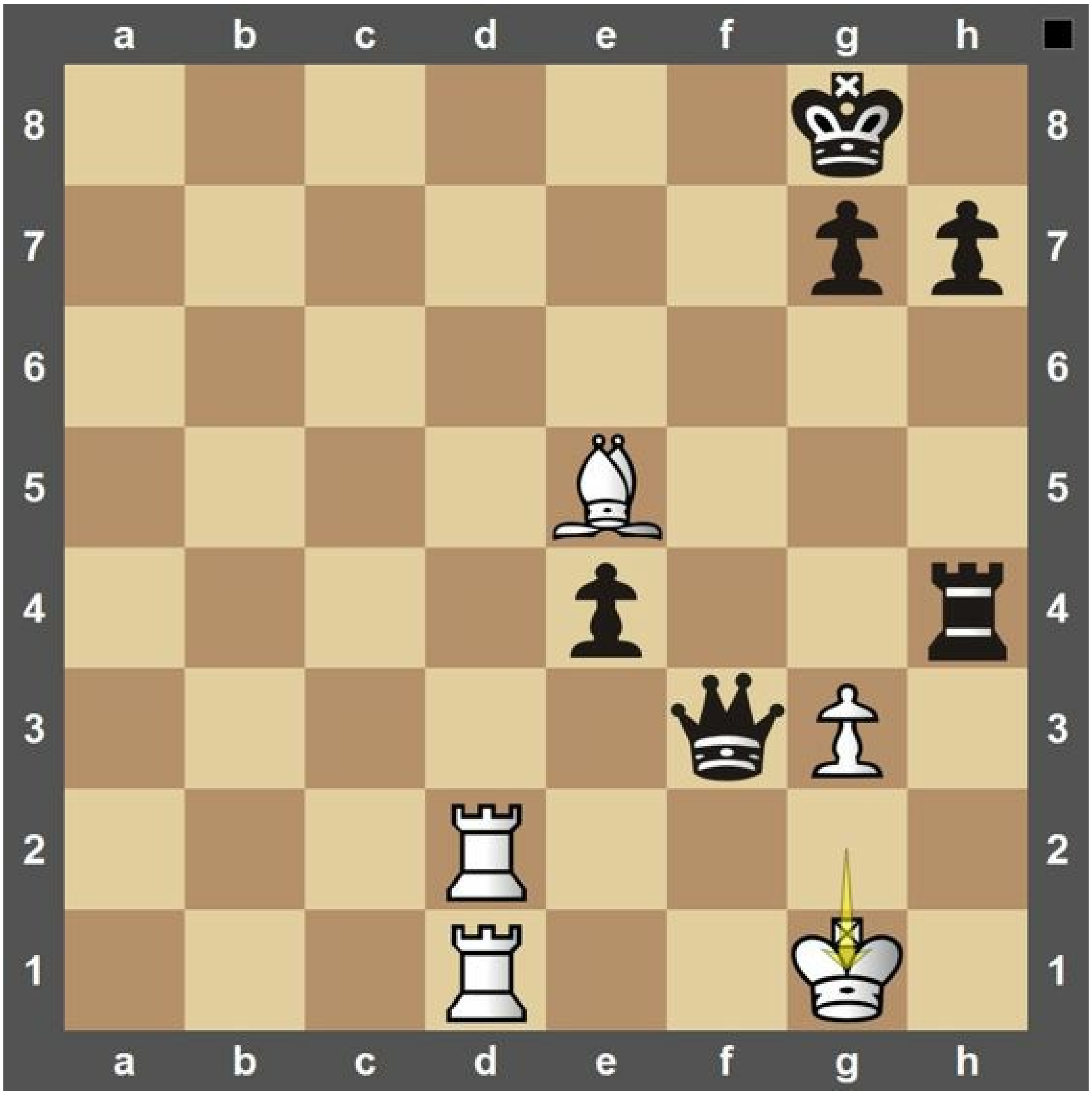
105: **1...Qf3+** 2.Kg1 Rh1#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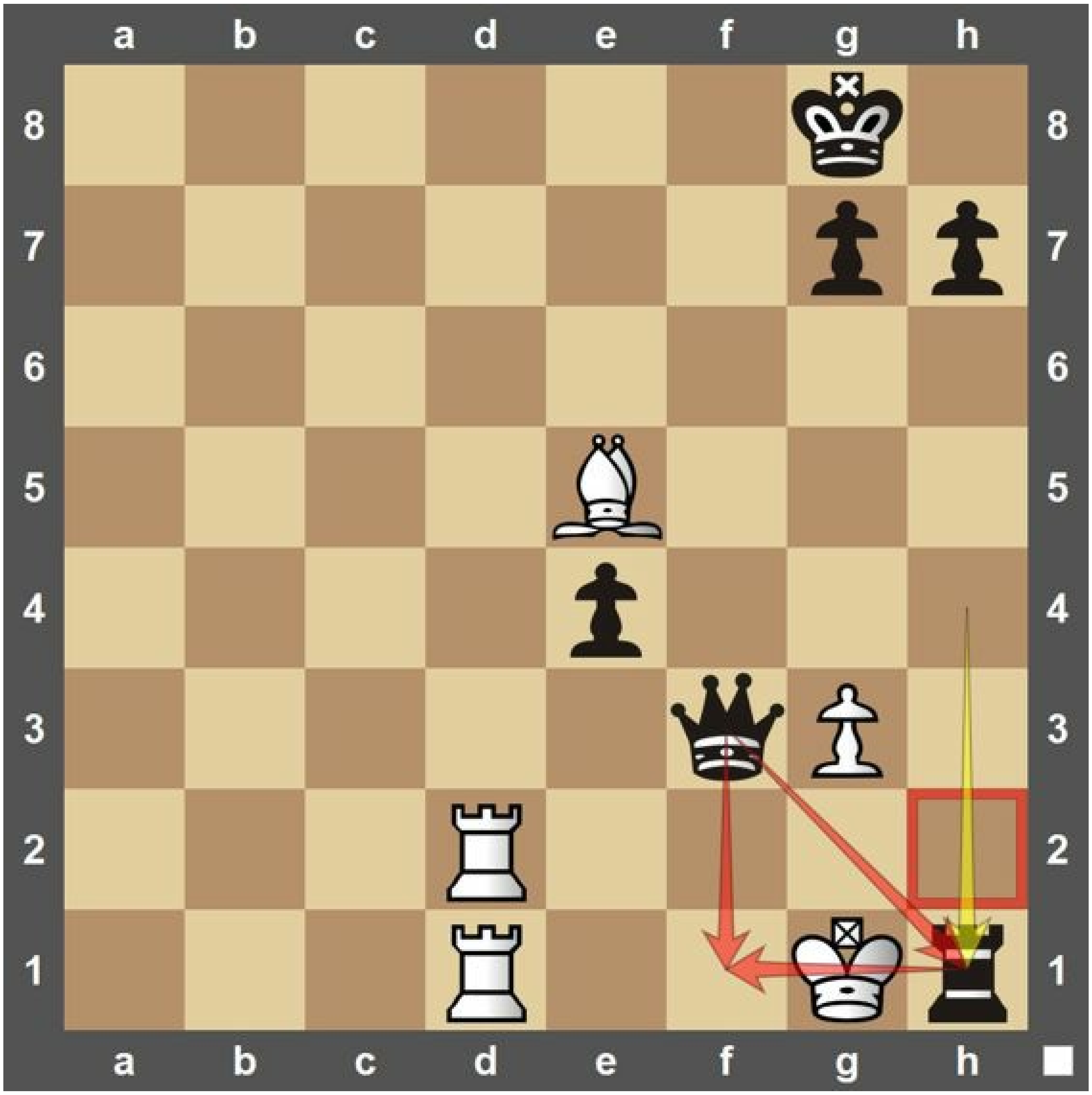
105: **1...Qf3+ 2.Kg1** Rh1#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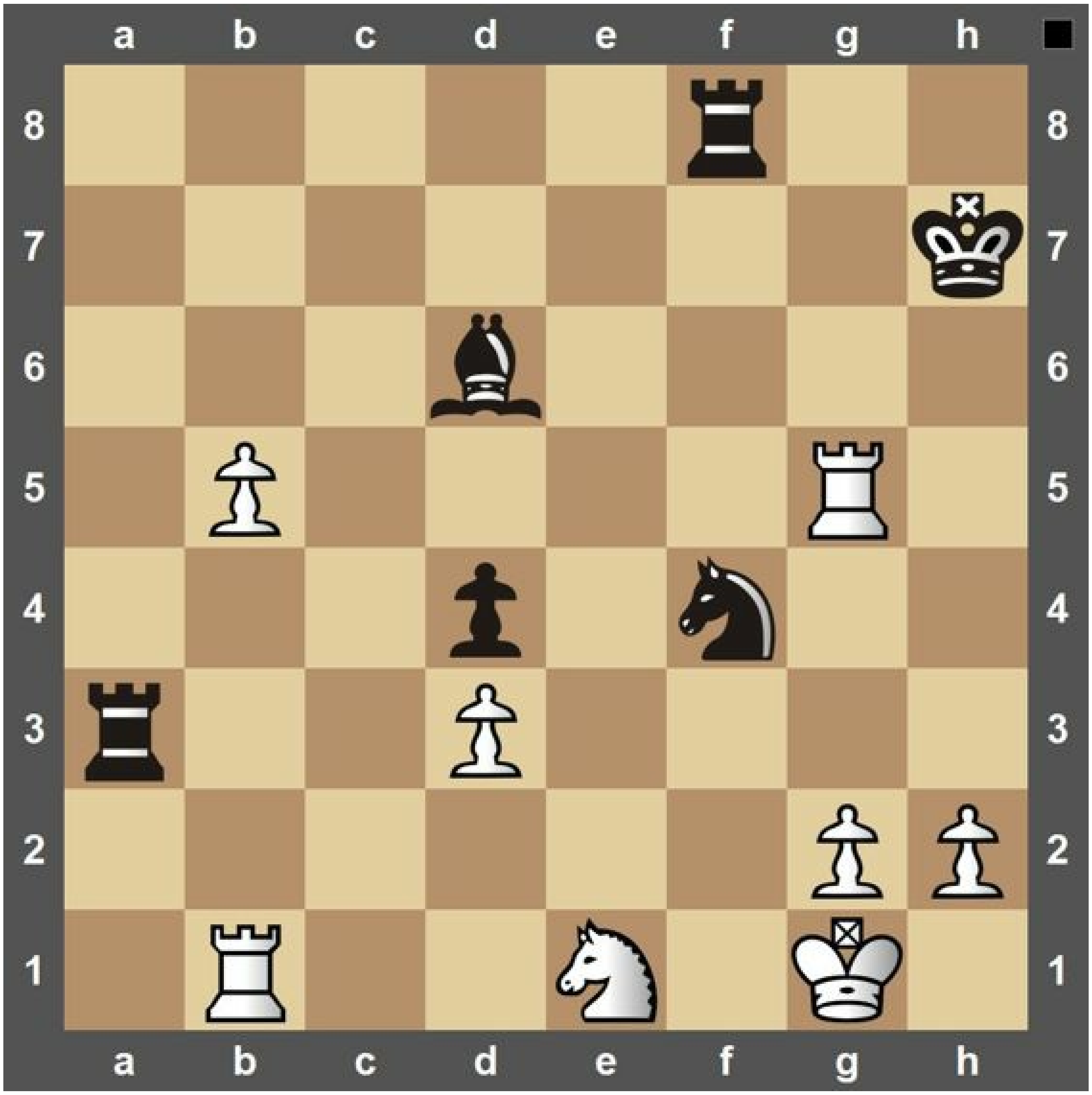
105: **1...Qf3+ 2.Kg1 Rh1#**



106: Black to move.

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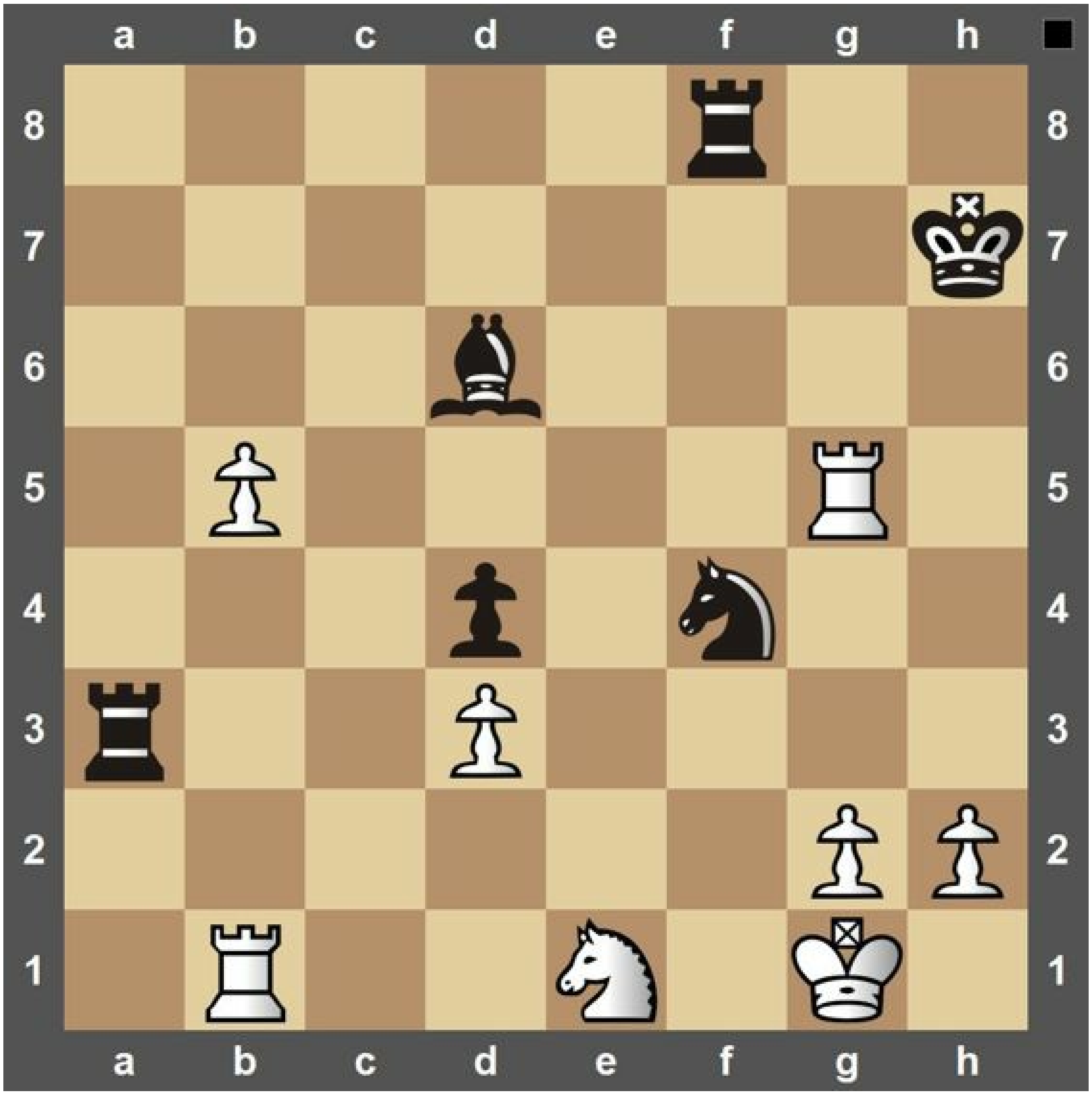

106: 1...Ne2+ 2.Kh1 Rf1#

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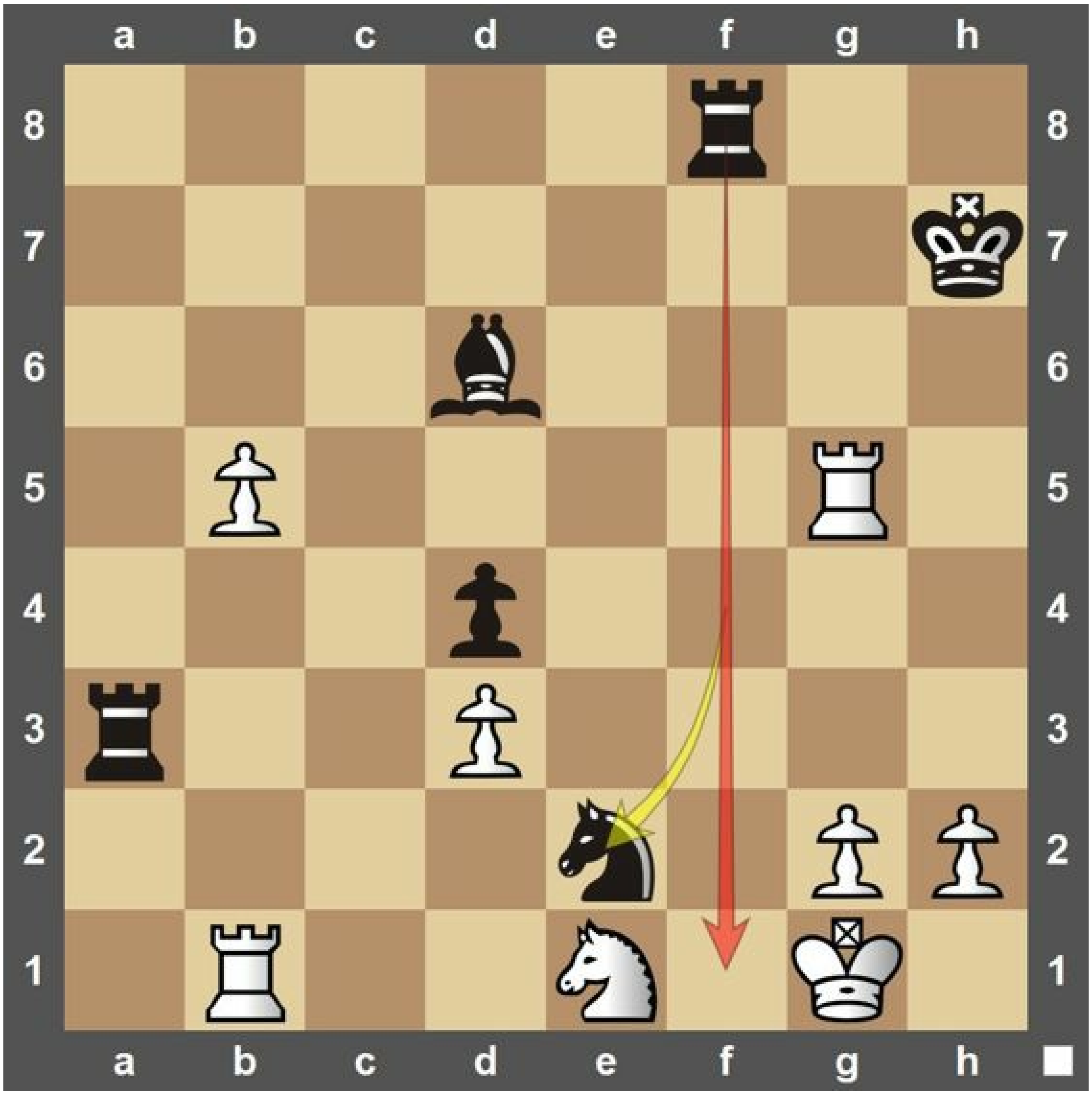
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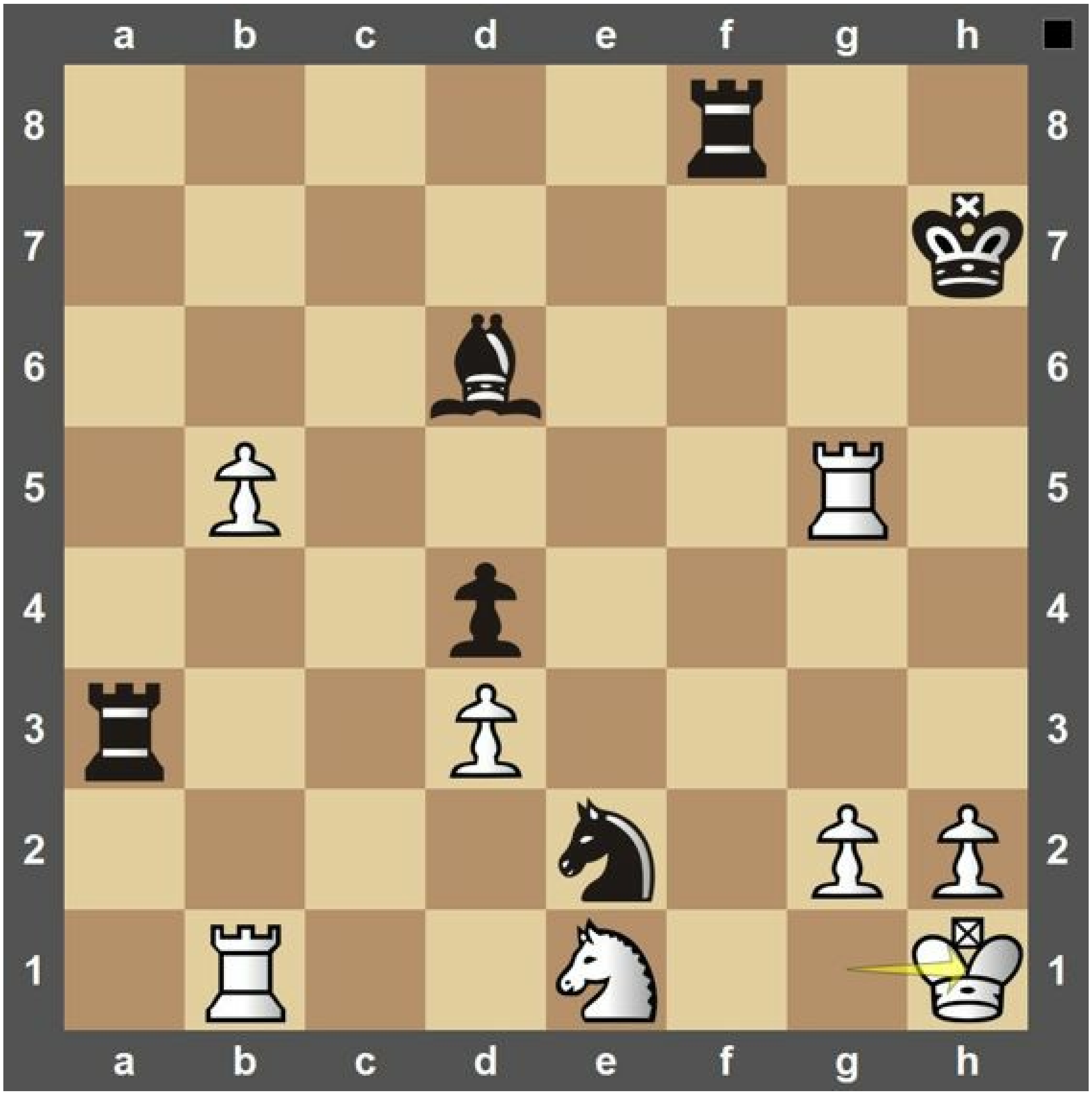
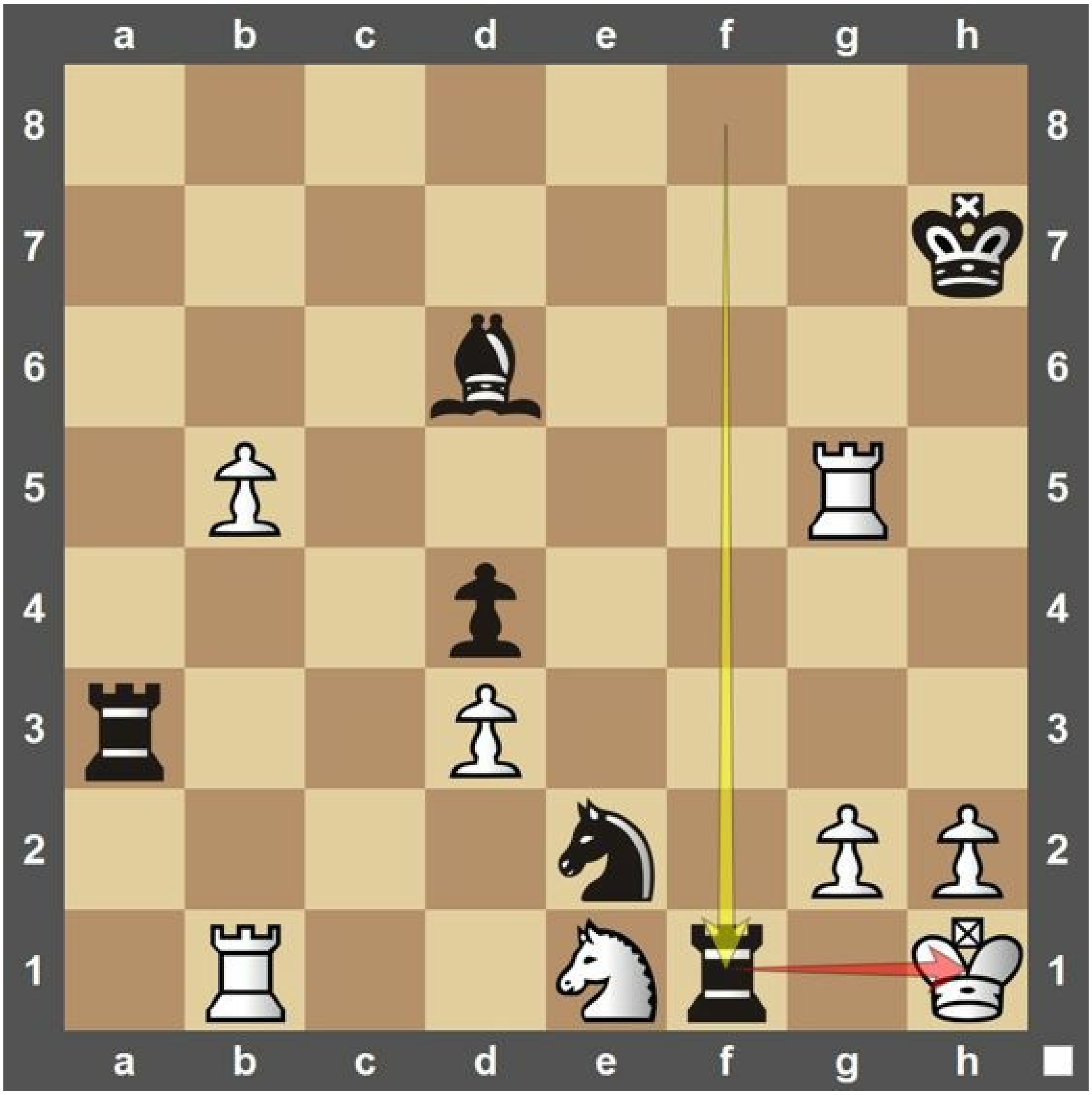
106: **1...Ne2+** 2.Kh1 Rf1#



106: **1...Ne2+ 2.Kh1** Rf1#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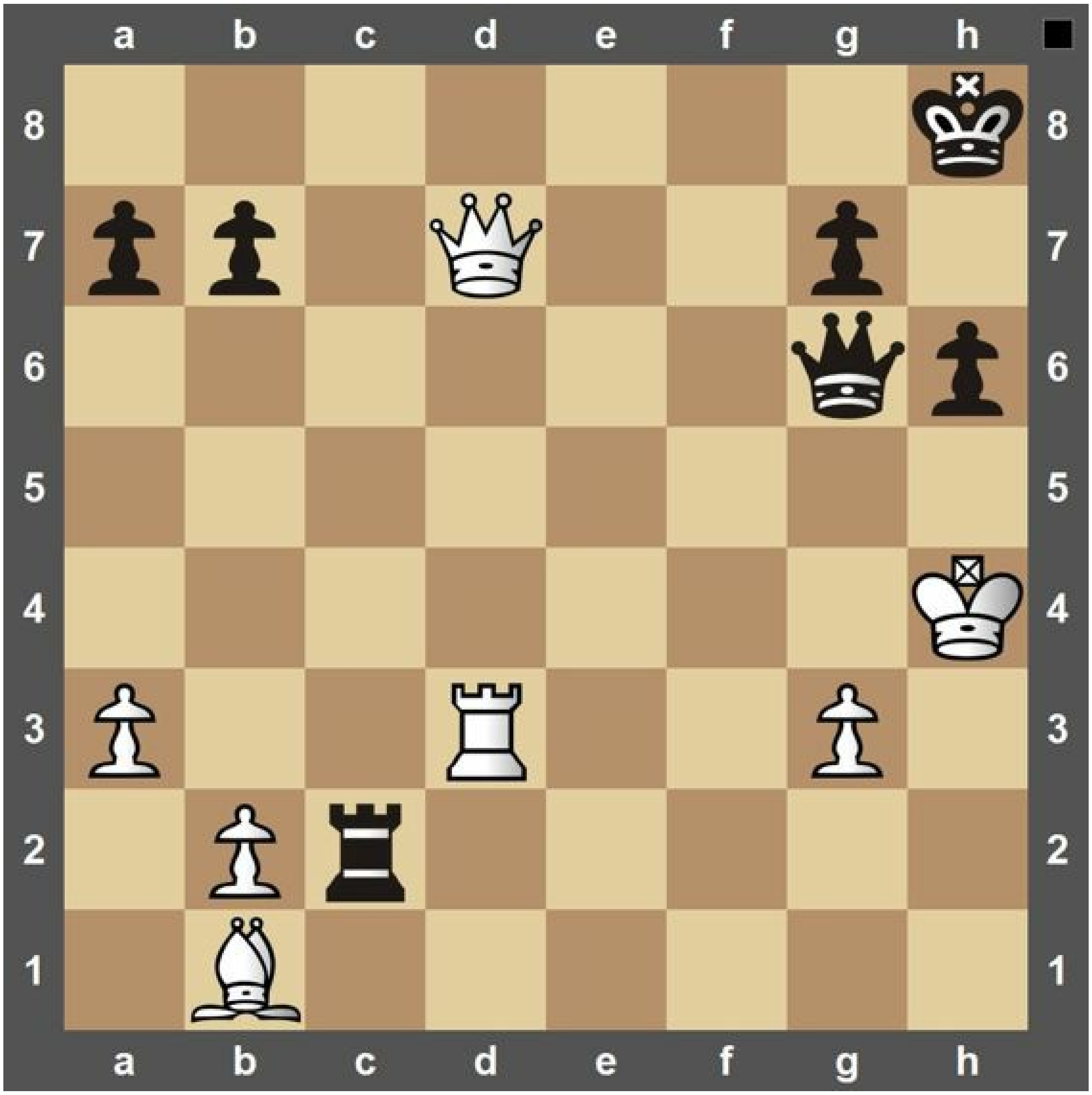
106: **1...Ne2+ 2.Kh1 Rf1#**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8 7 6 5 4 3 2 1

107: Black to move.

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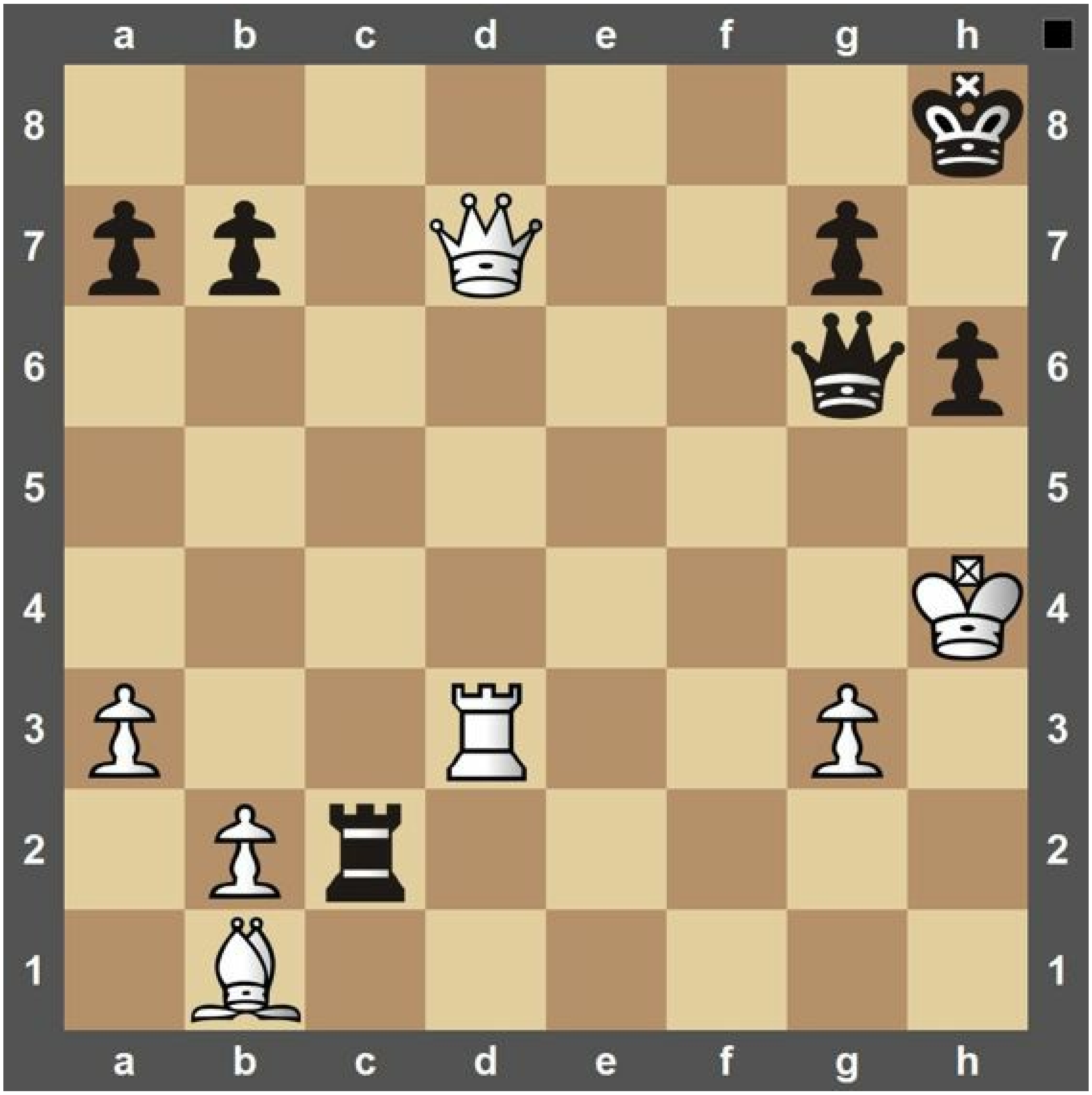

107: 1...Rh2+ [1...Qg5+ 2.Kh3 Qh5#] 2.Qh3 Qg5#

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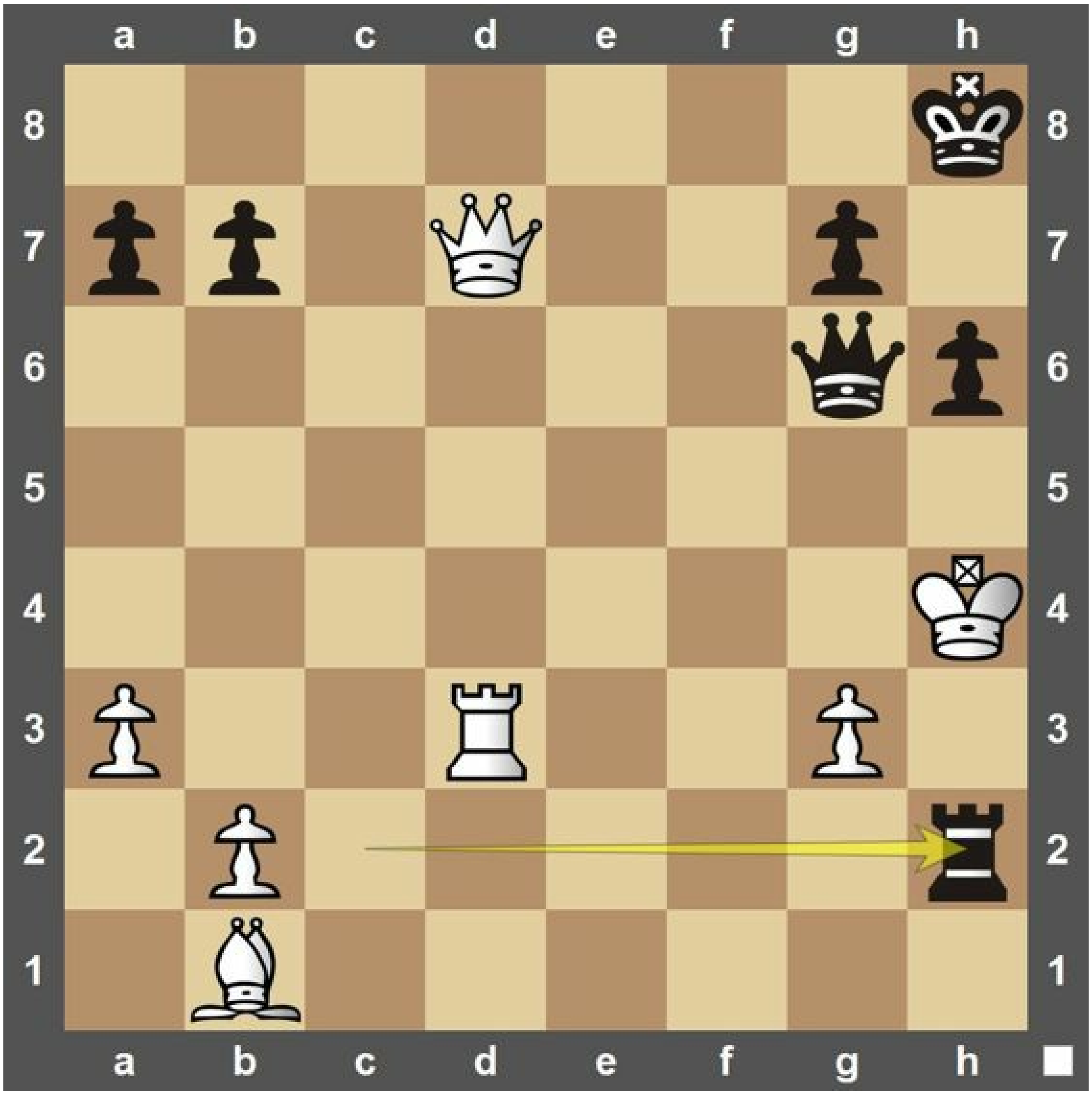
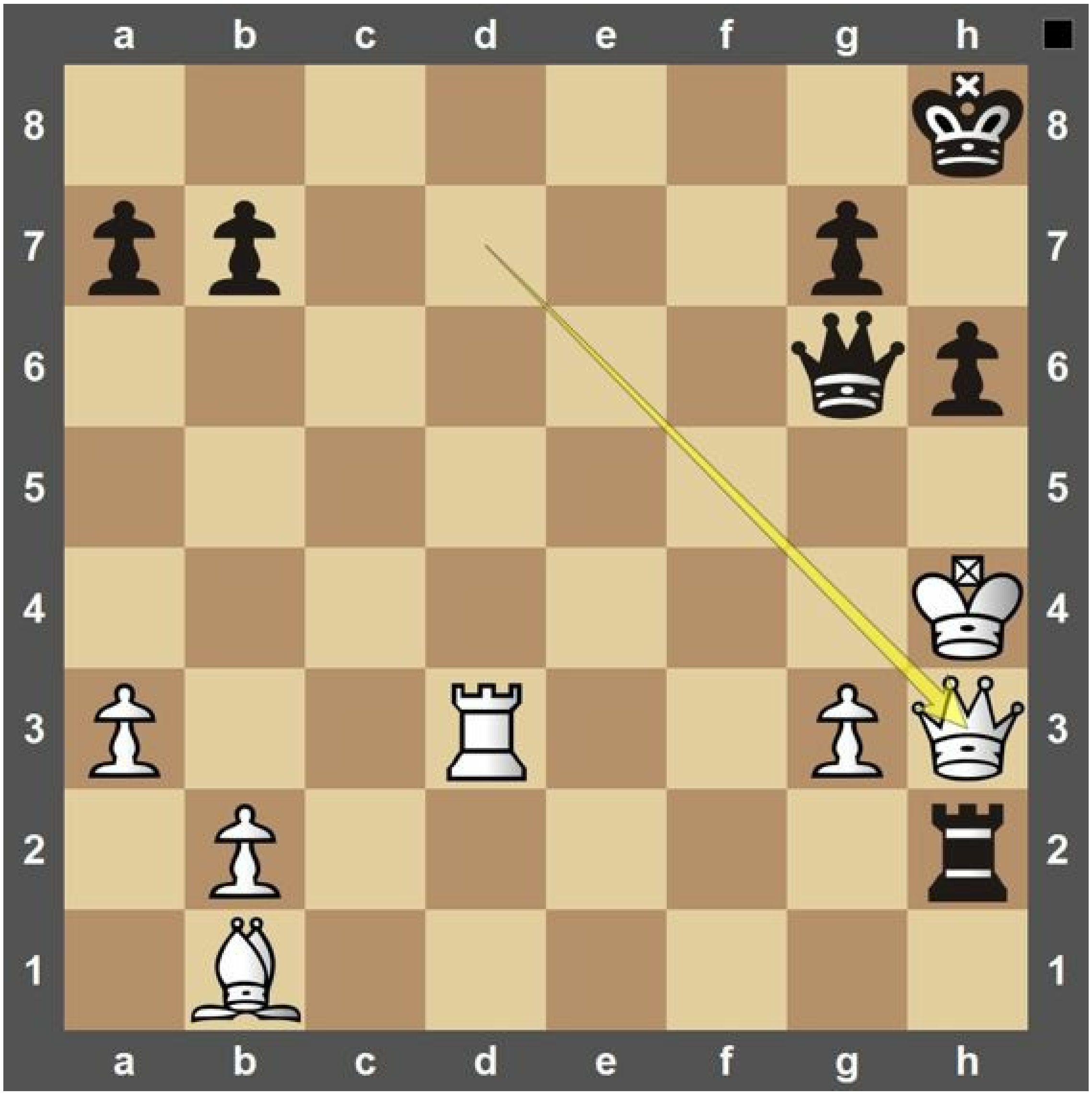


107: **1...Rh2+** [1...Qg5+ 2.Kh3 Qh5#] 2.Qh3 Qg5#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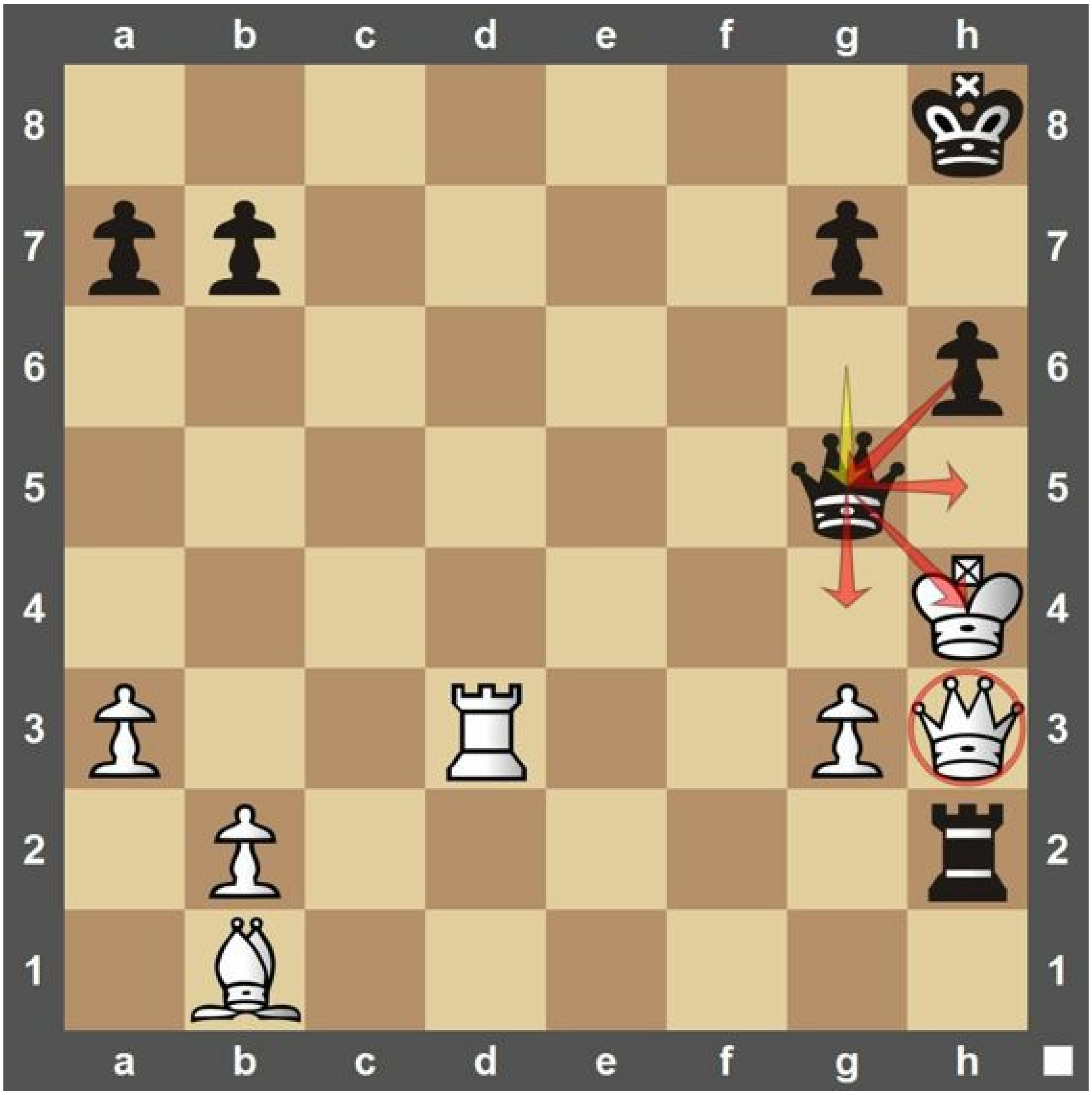
107: **1...Rh2+** [1...Qg5+ 2.Kh3 Qh5#] **2.Qh3** Qg5#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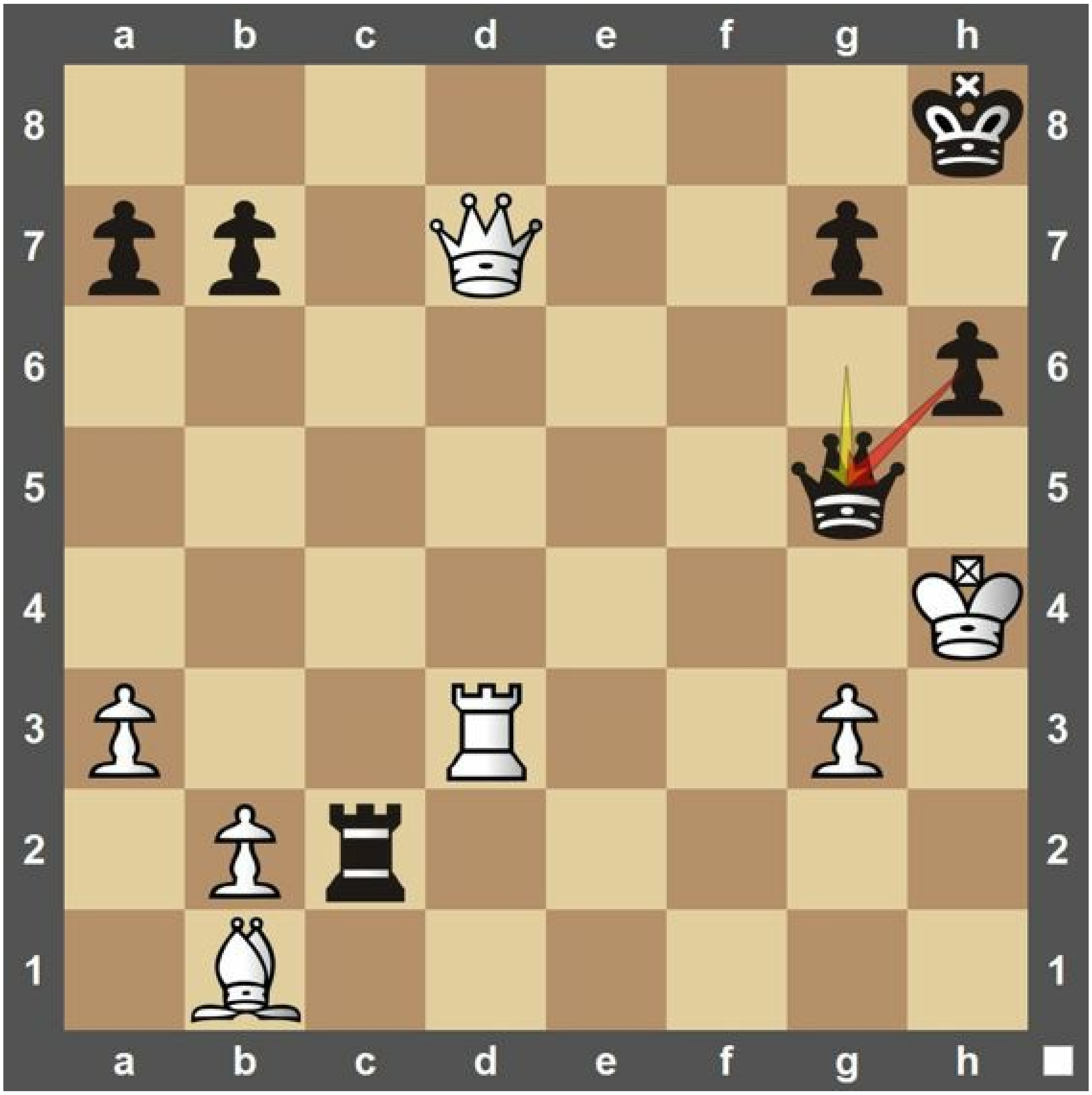
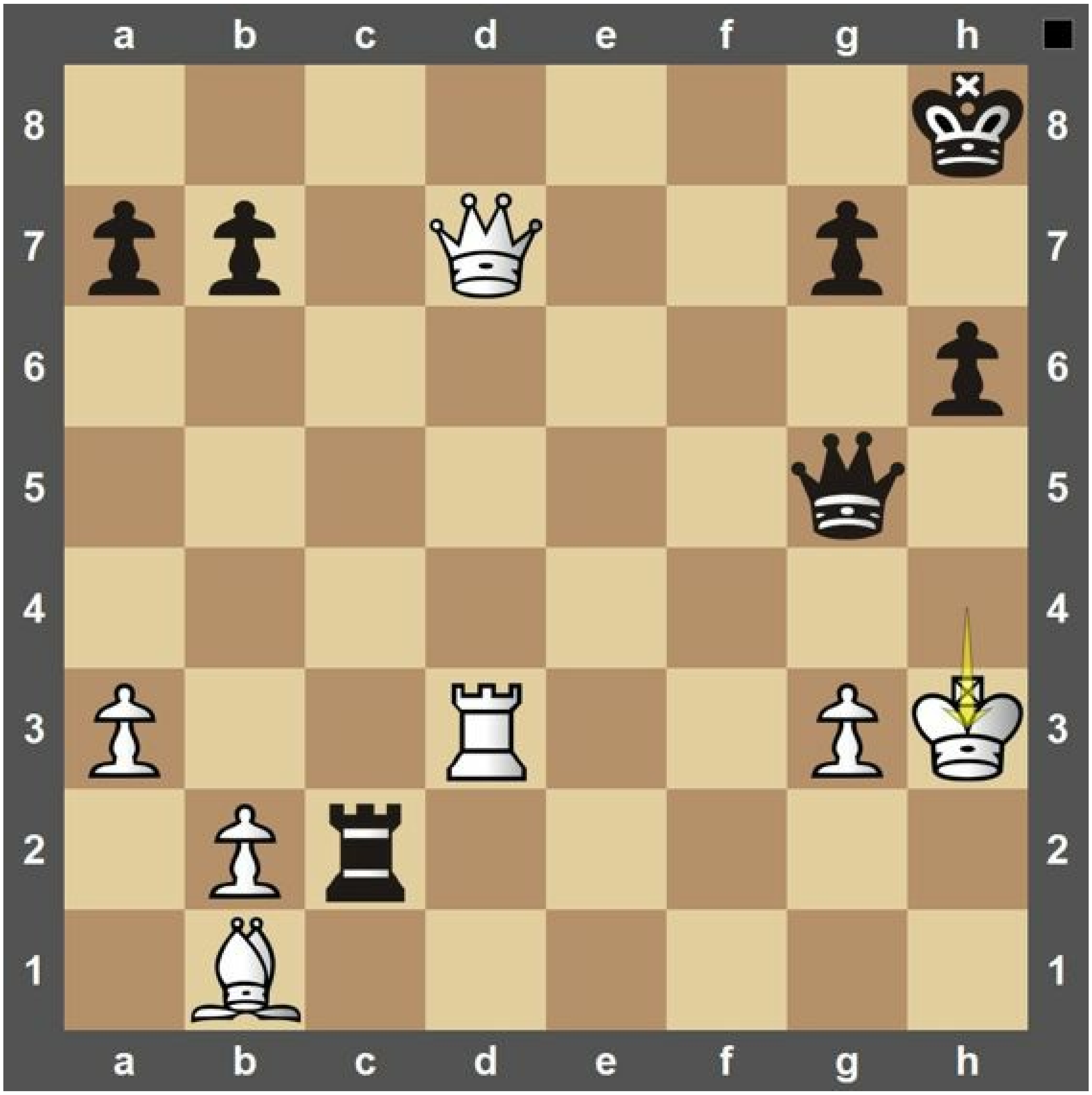
107: **1...Rh2+** [1...Qg5+ 2.Kh3 Qh5#] **2.Qh3 Qg5#**



107: 1...Rh2+ [**1...Qg5+** 2.Kh3 Qh5#] 2.Qh3 Qg5#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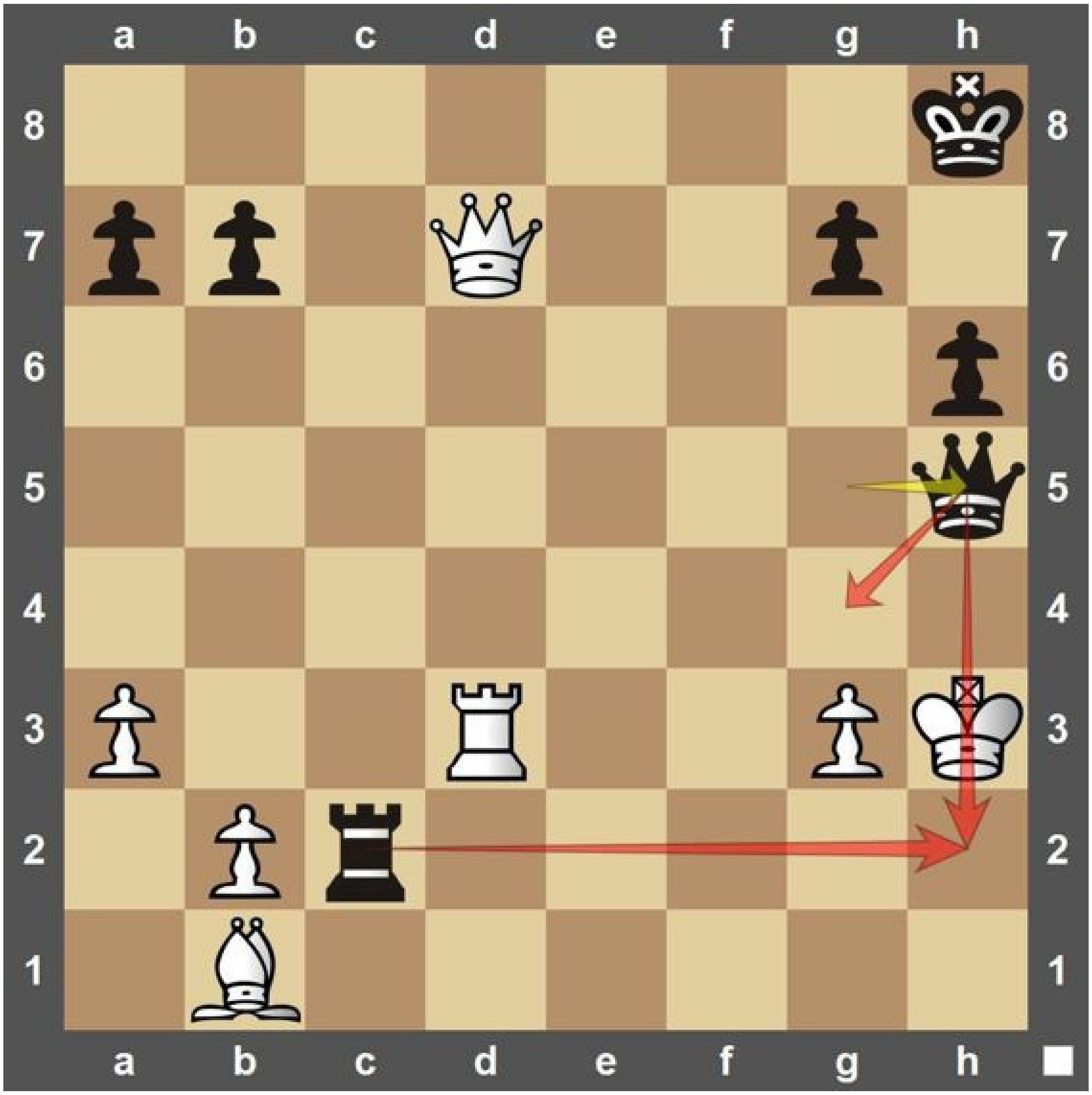
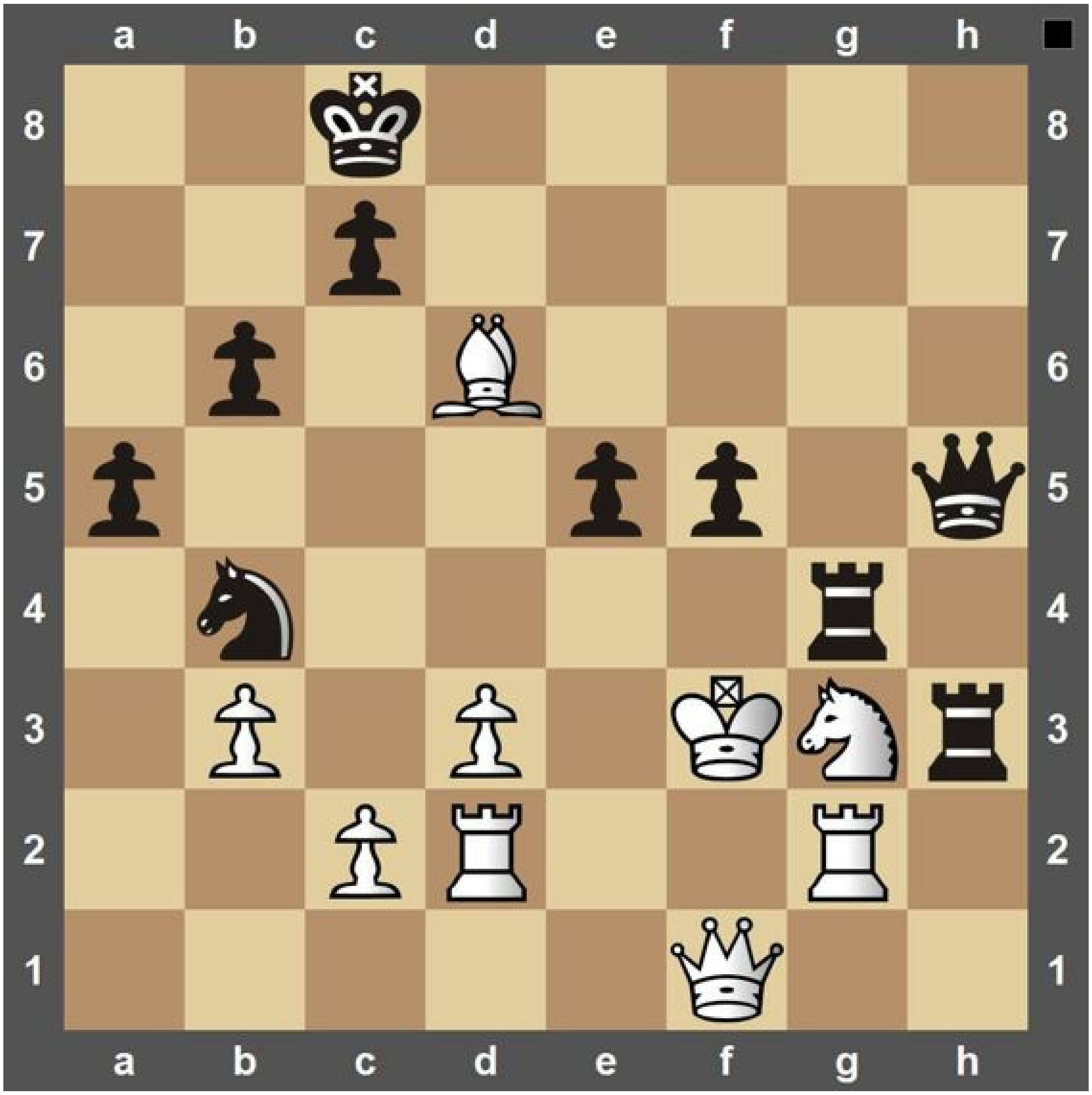
107: 1...Rh2+ [**1...Qg5+ 2.Kh3** Qh5#] 2.Qh3 Qg5#



107: 1...Rh2+ [**1...Qg5+ 2.Kh3 Qh5#**] 2.Qh3 Qg5#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108: Black to move.

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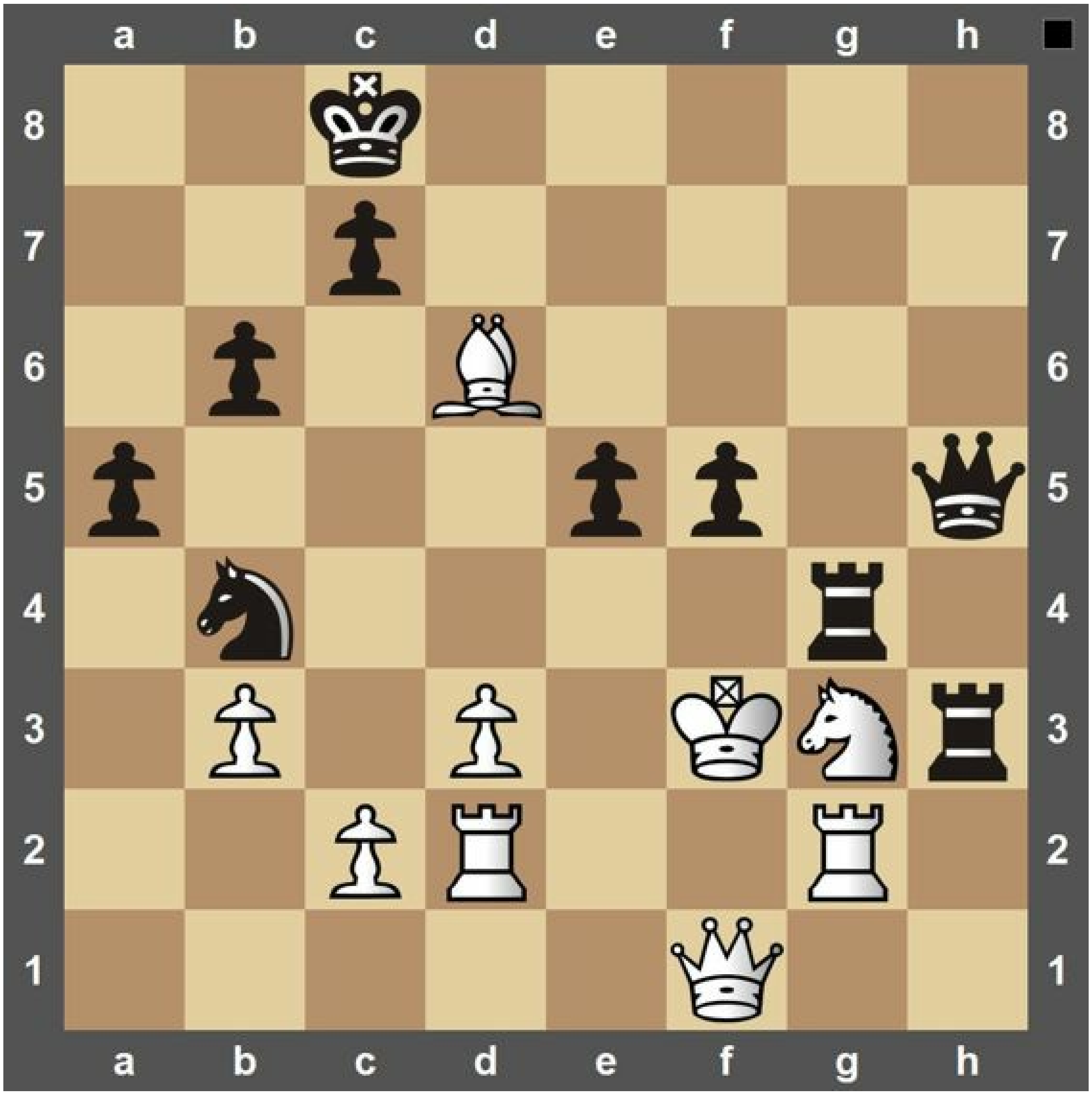

108: 1...Rf4+ 2.Ke3 Nd5#

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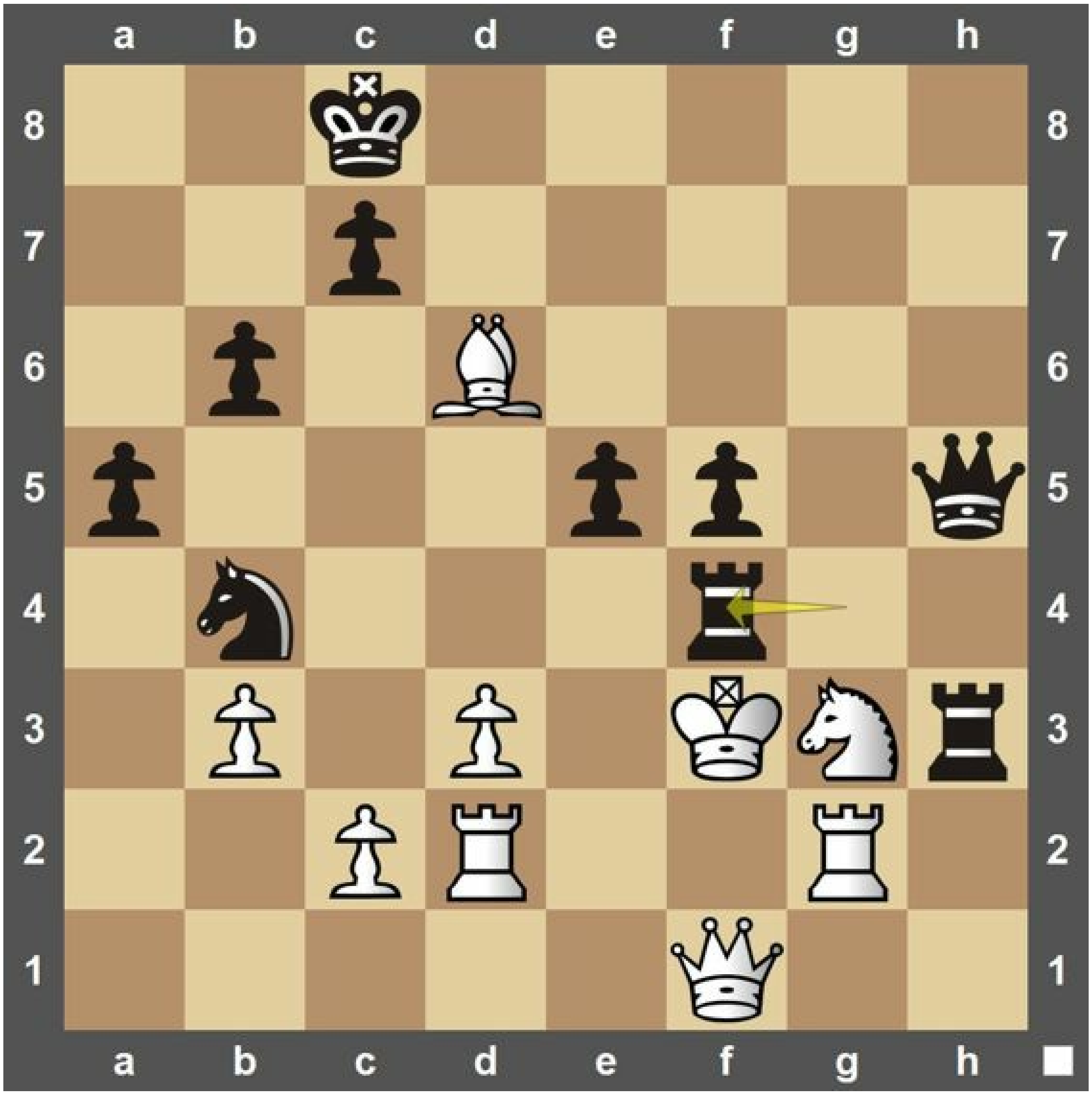
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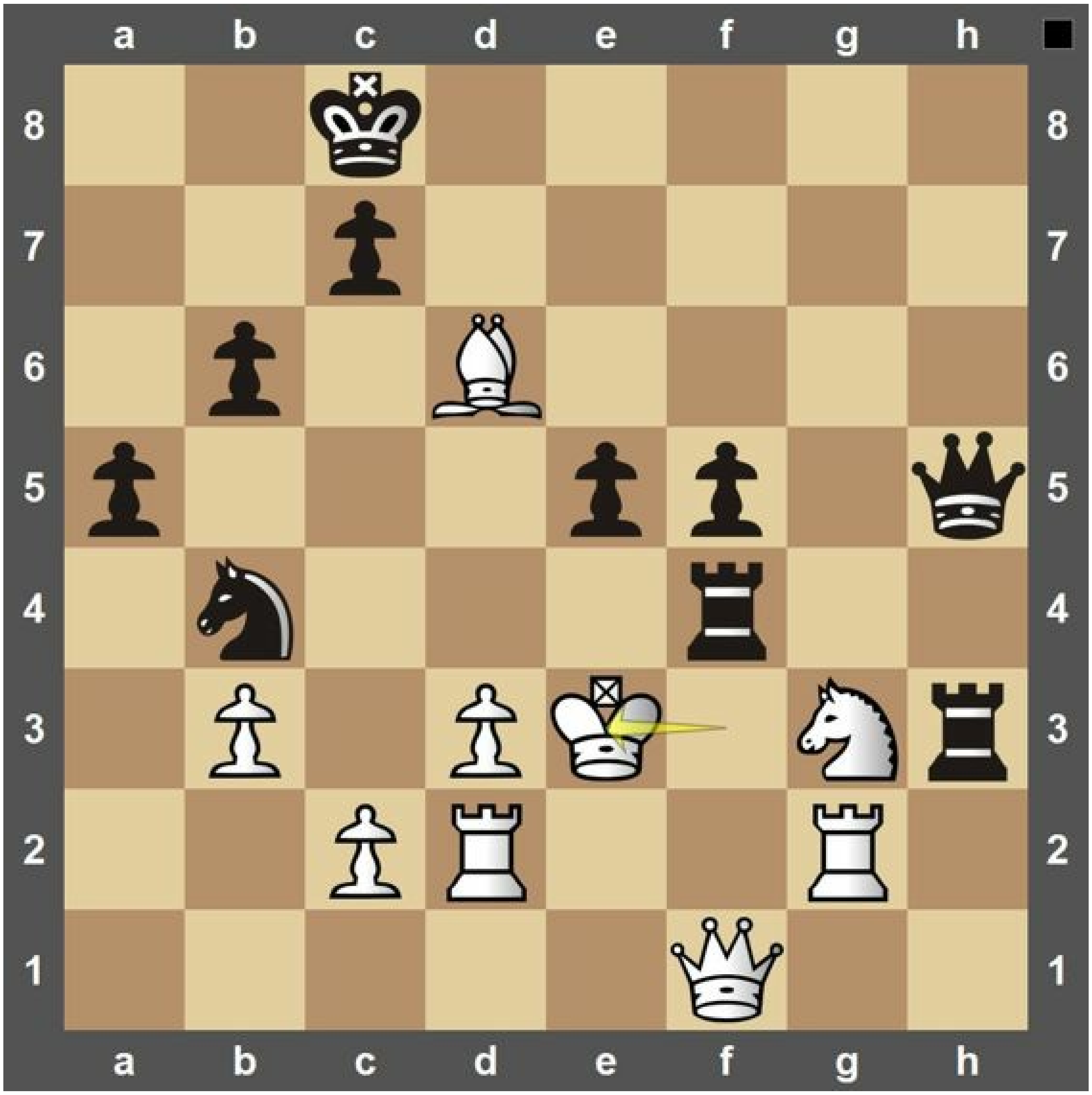
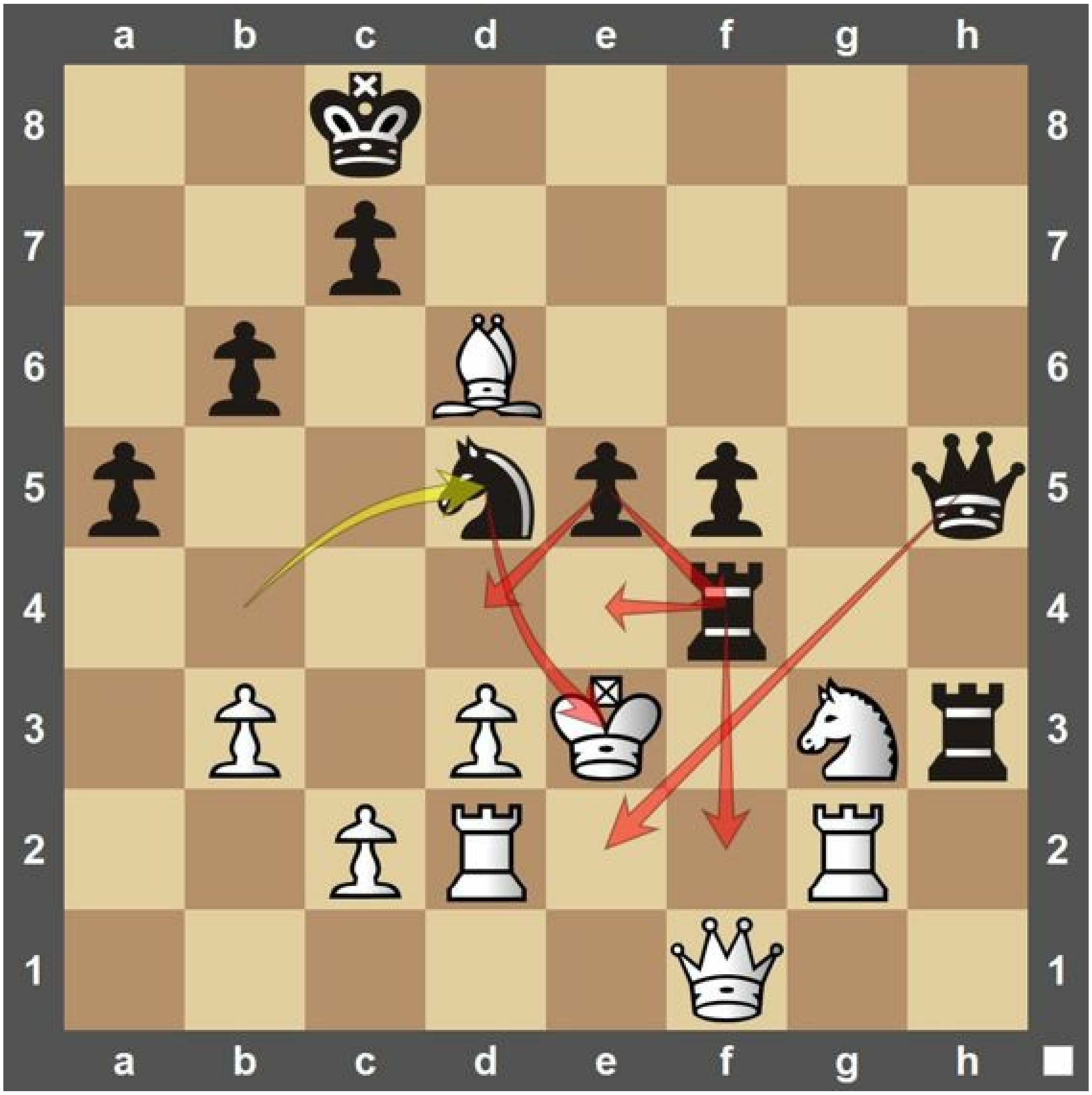
108: **1...Rf4+** 2.Ke3 Nd5#



108: **1...Rf4+ 2.Ke3** Nd5#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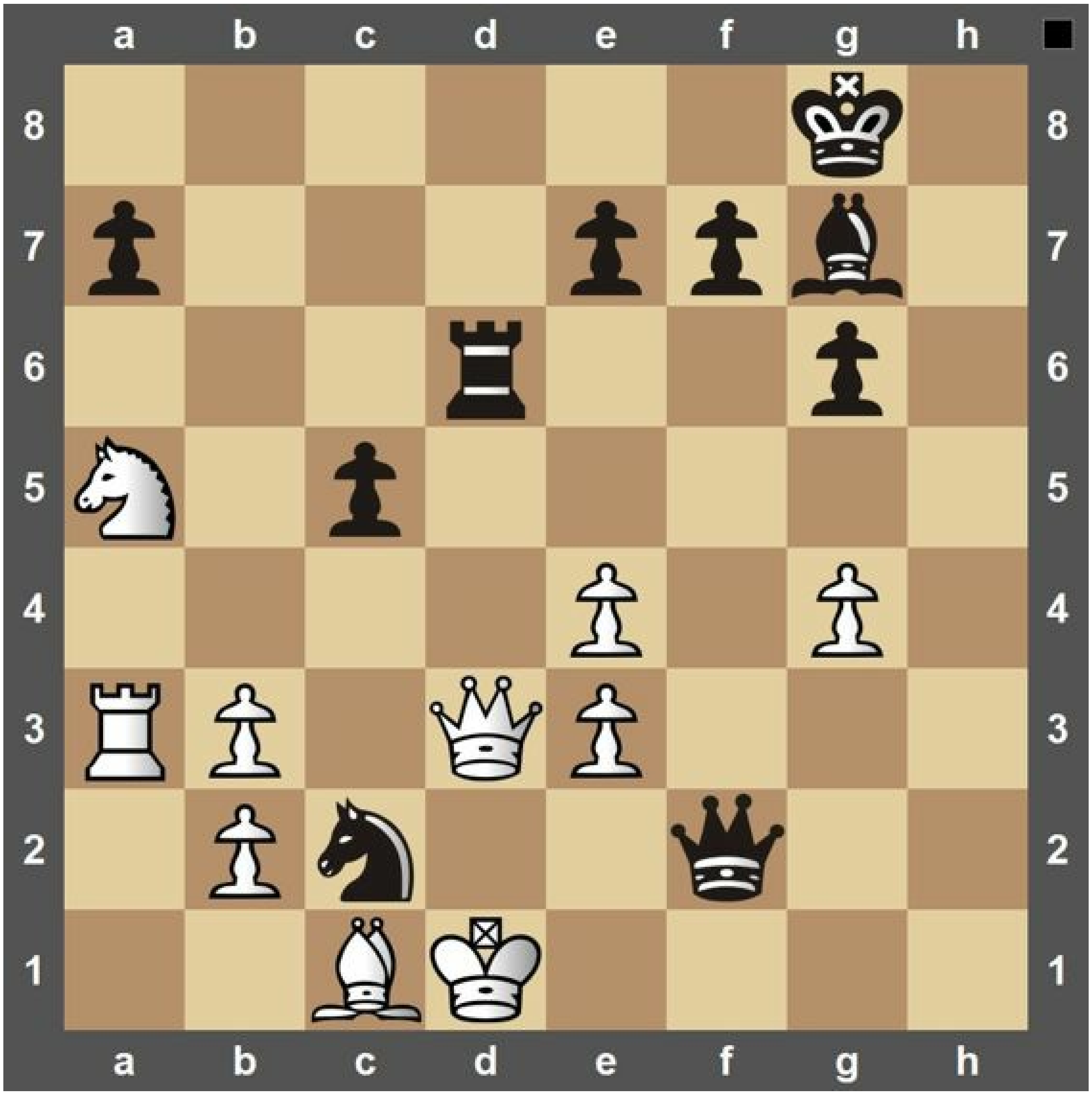
108: **1...Rf4+ 2.Ke3 Nd5#**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109: Black to move.

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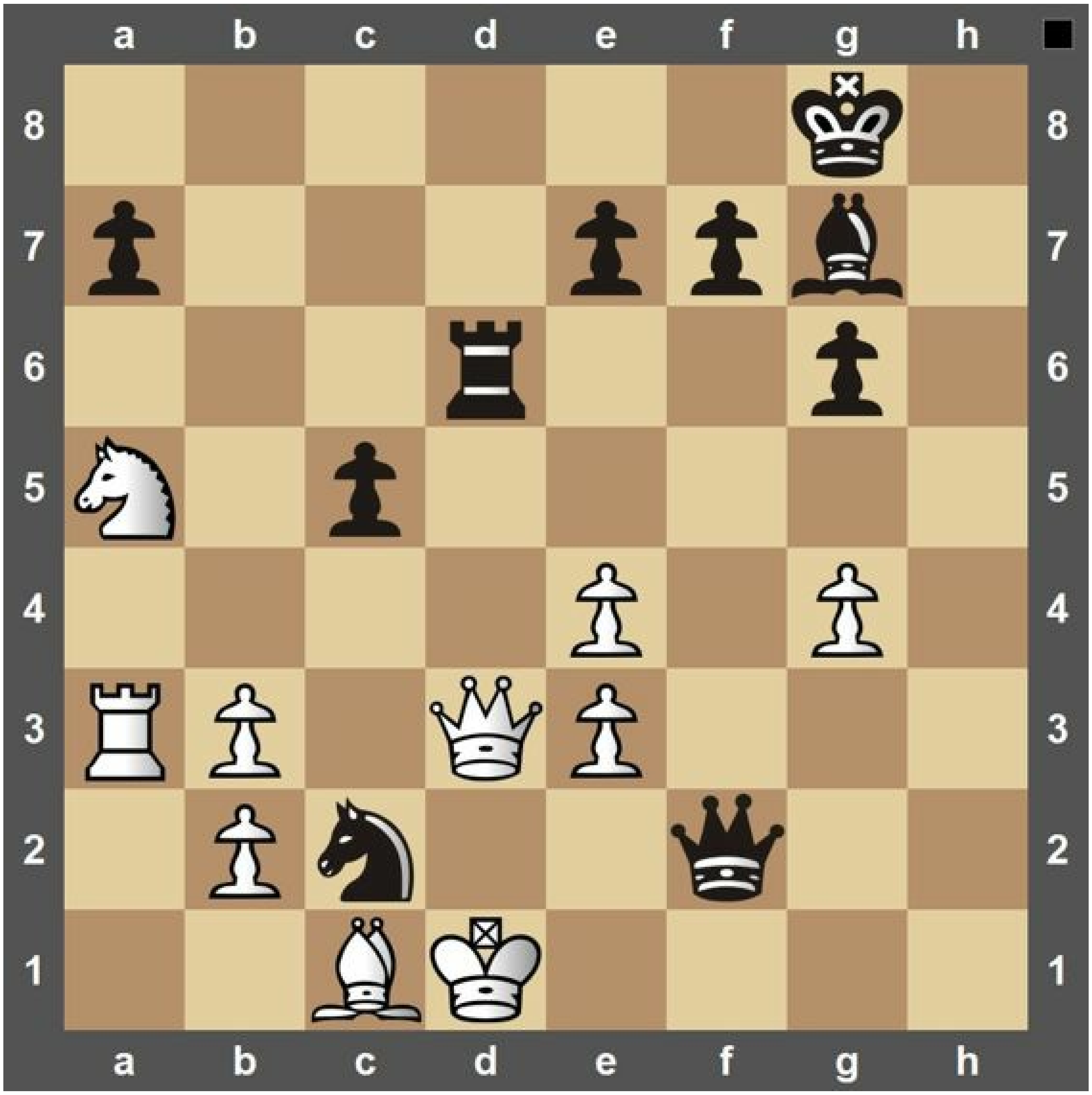
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109: 1...Rxd3+ [1...Qf1+ 2.Kxc2 (2.Kd2 Qxd3#) 2...Qxd3#] 2.Bd2 Qxd2#

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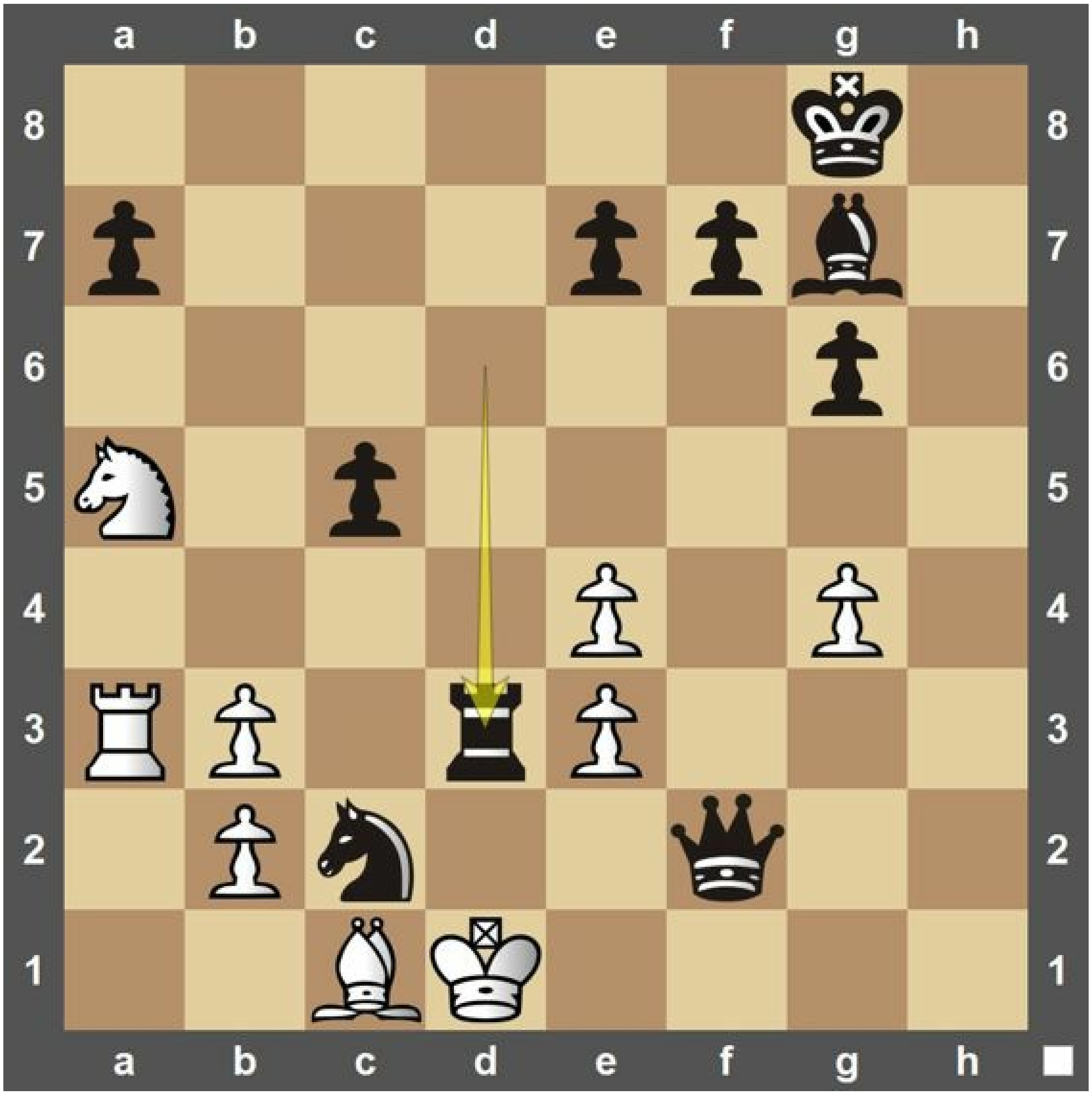
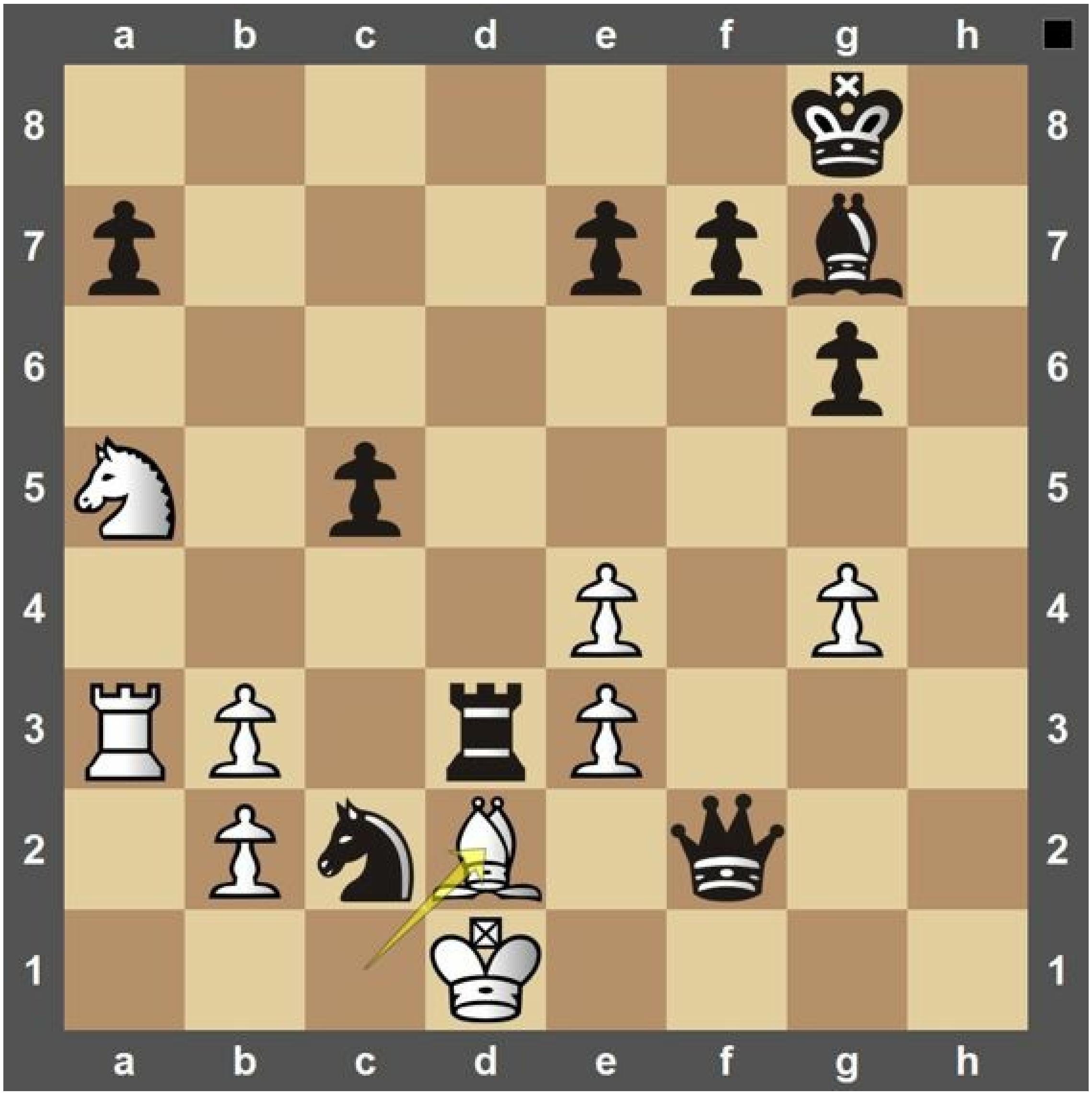


109: **1...Rxd3+** [1...Qf1+ 2.Kxc2 (2.Kd2 Qxd3#) 2...Qxd3#] 2.Bd2 Qxd2#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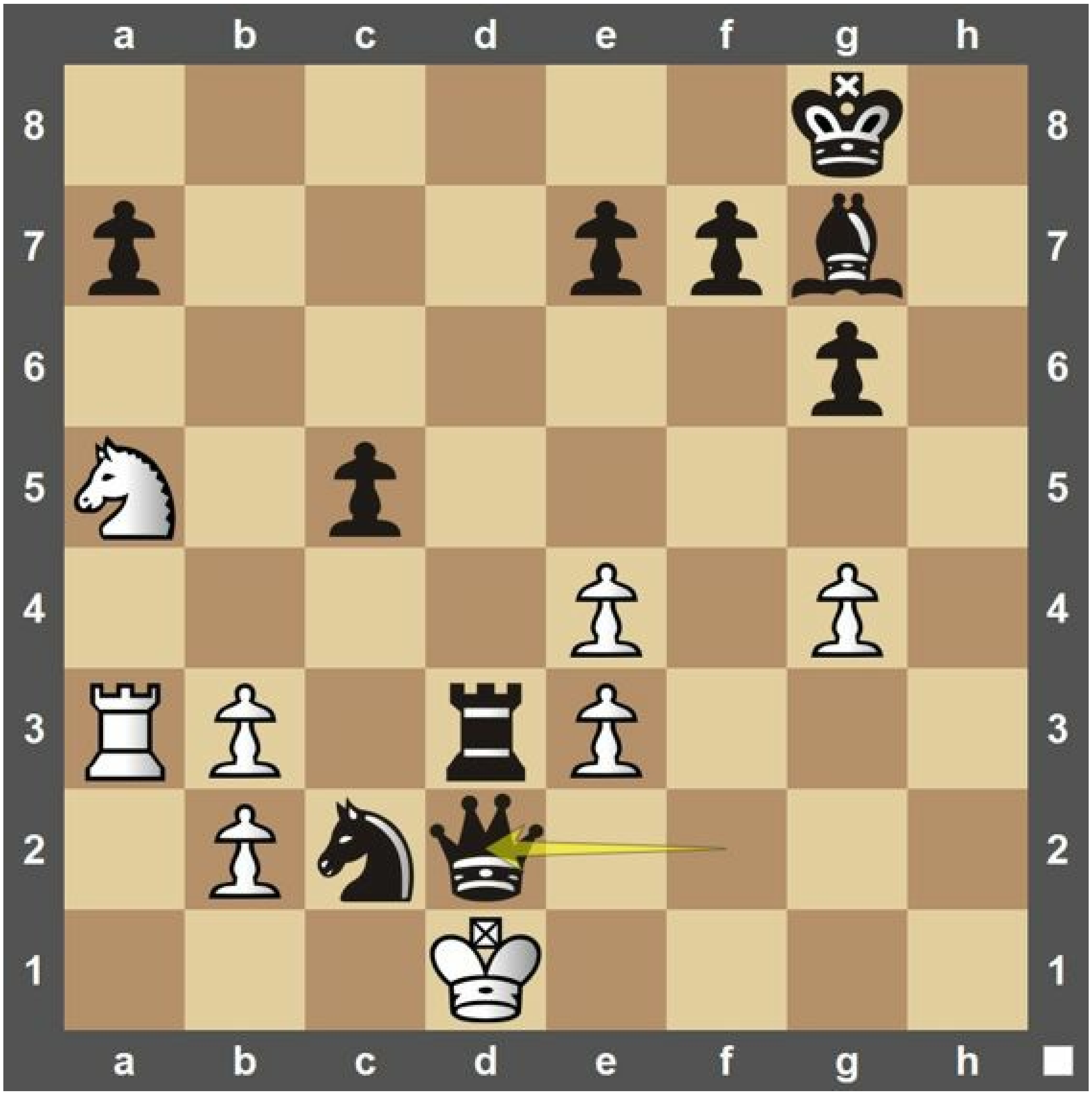
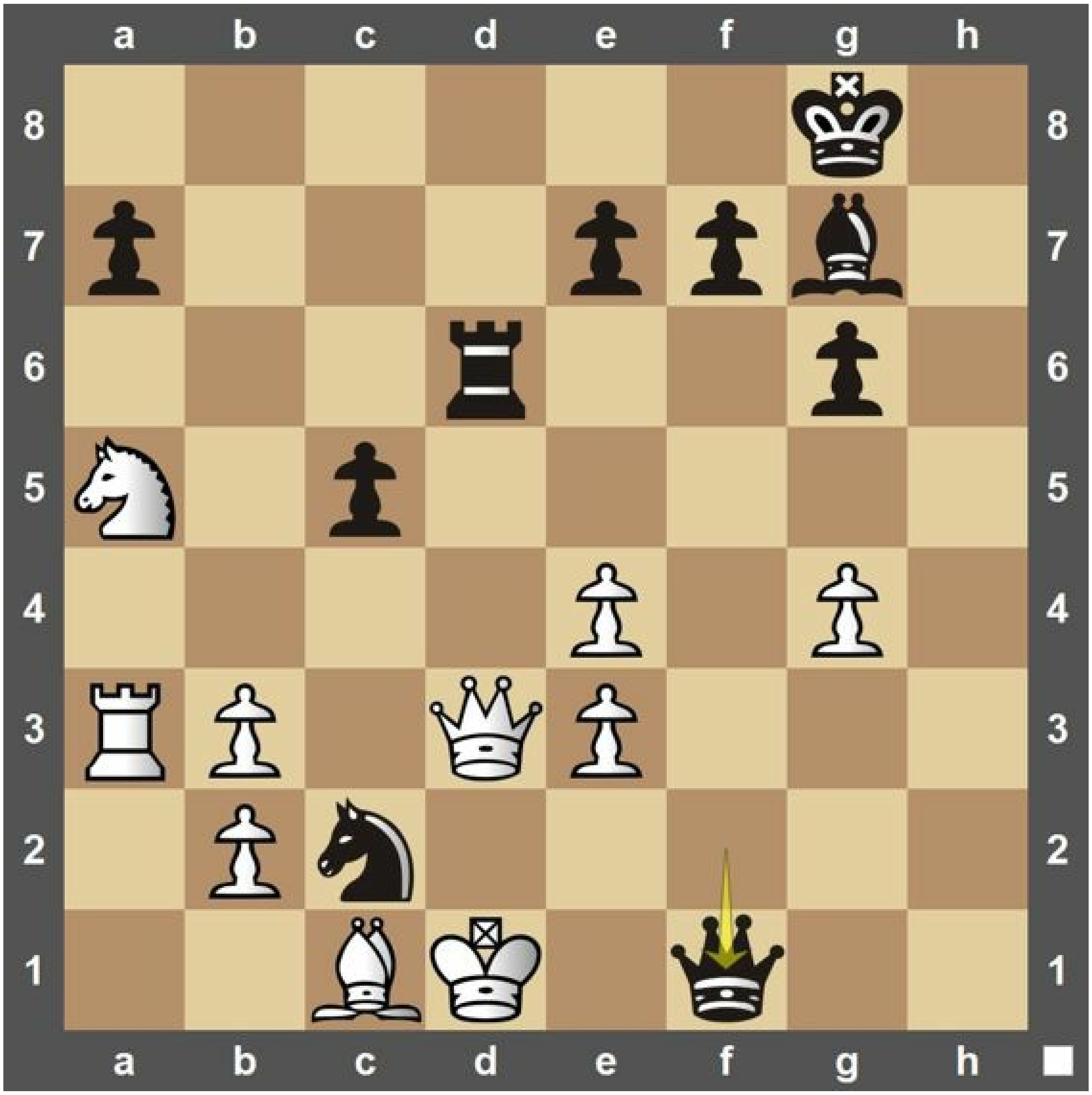
109: **1...Rxd3+** [1...Qf1+ 2.Kxc2 (2.Kd2 Qxd3#) 2...Qxd3#] **2.Bd2** Qxd2#


109: **1...Rxd3+** [1...Qf1+ 2.Kxc2 (2.Kd2 Qxd3#) 2...Qxd3#] **2.Bd2 Qxd2#**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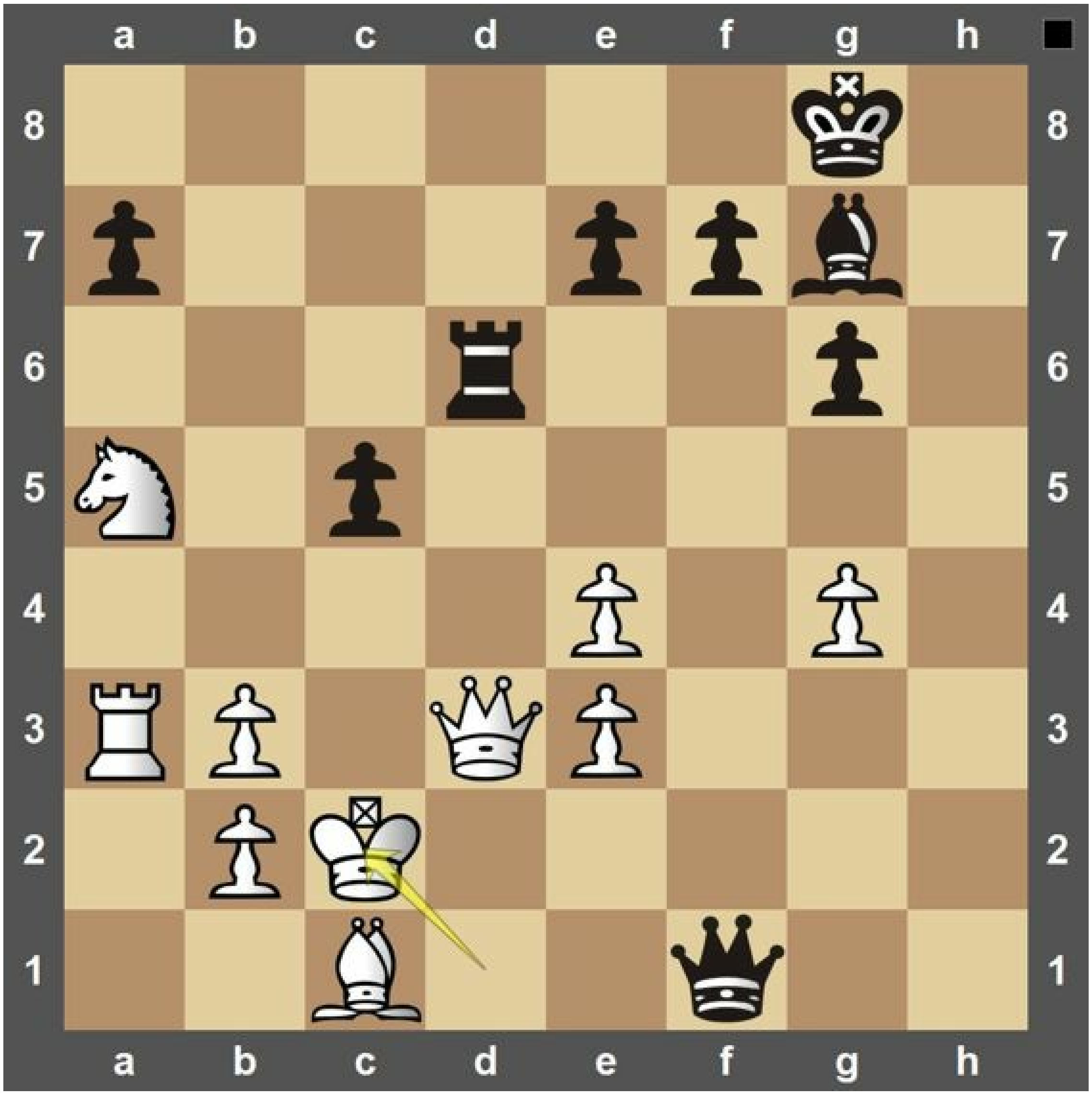
109: 1...Rxd3+ [**1...Qf1+** 2.Kxc2 (2.Kd2 Qxd3#) 2...Qxd3#] 2.Bd2 Qxd2#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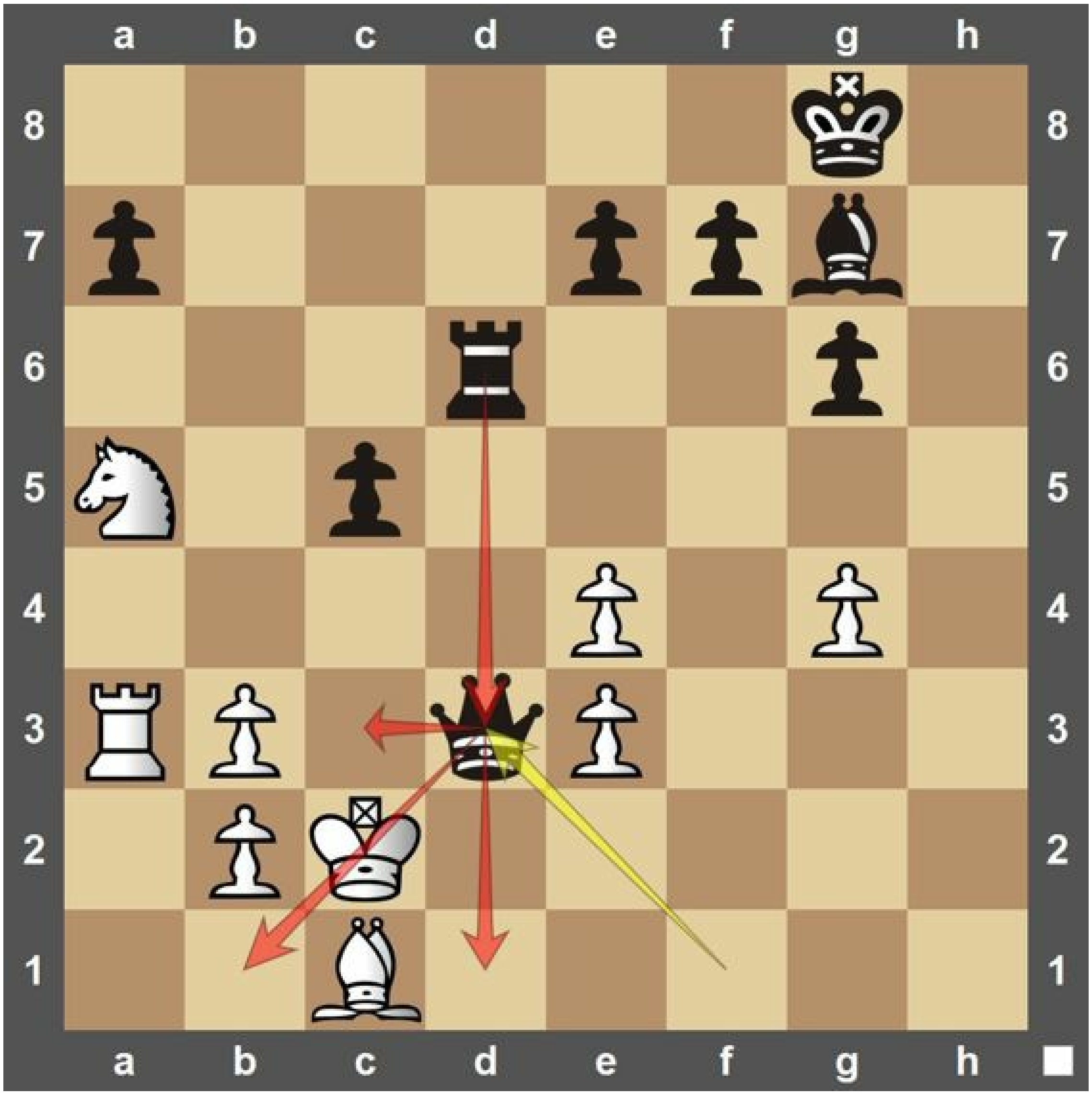
109: 1...Rxd3+ [**1...Qf1+ 2.Kxc2** (2.Kd2 Qxd3#) 2...Qxd3#] 2.Bd2 Qxd2#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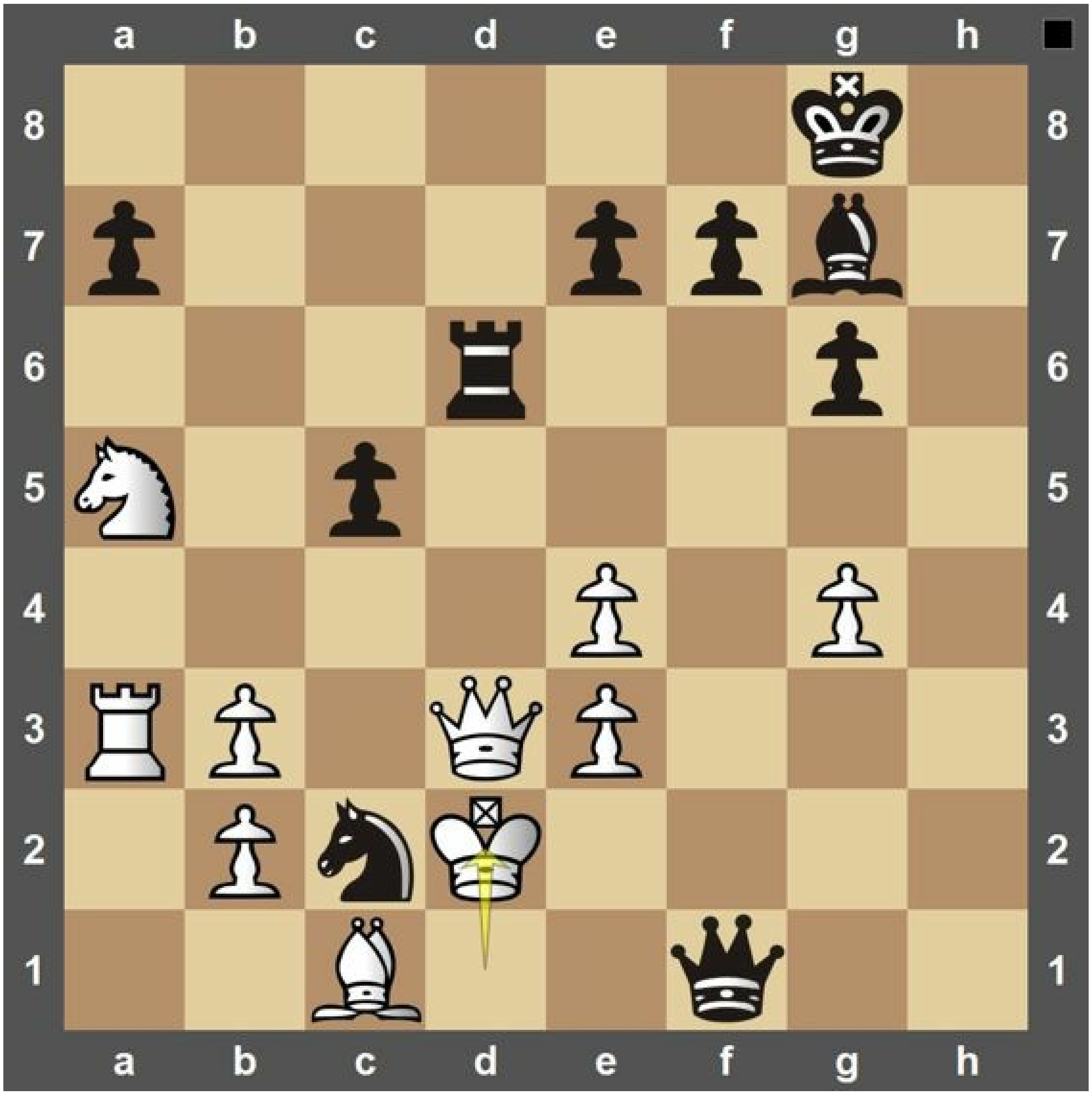
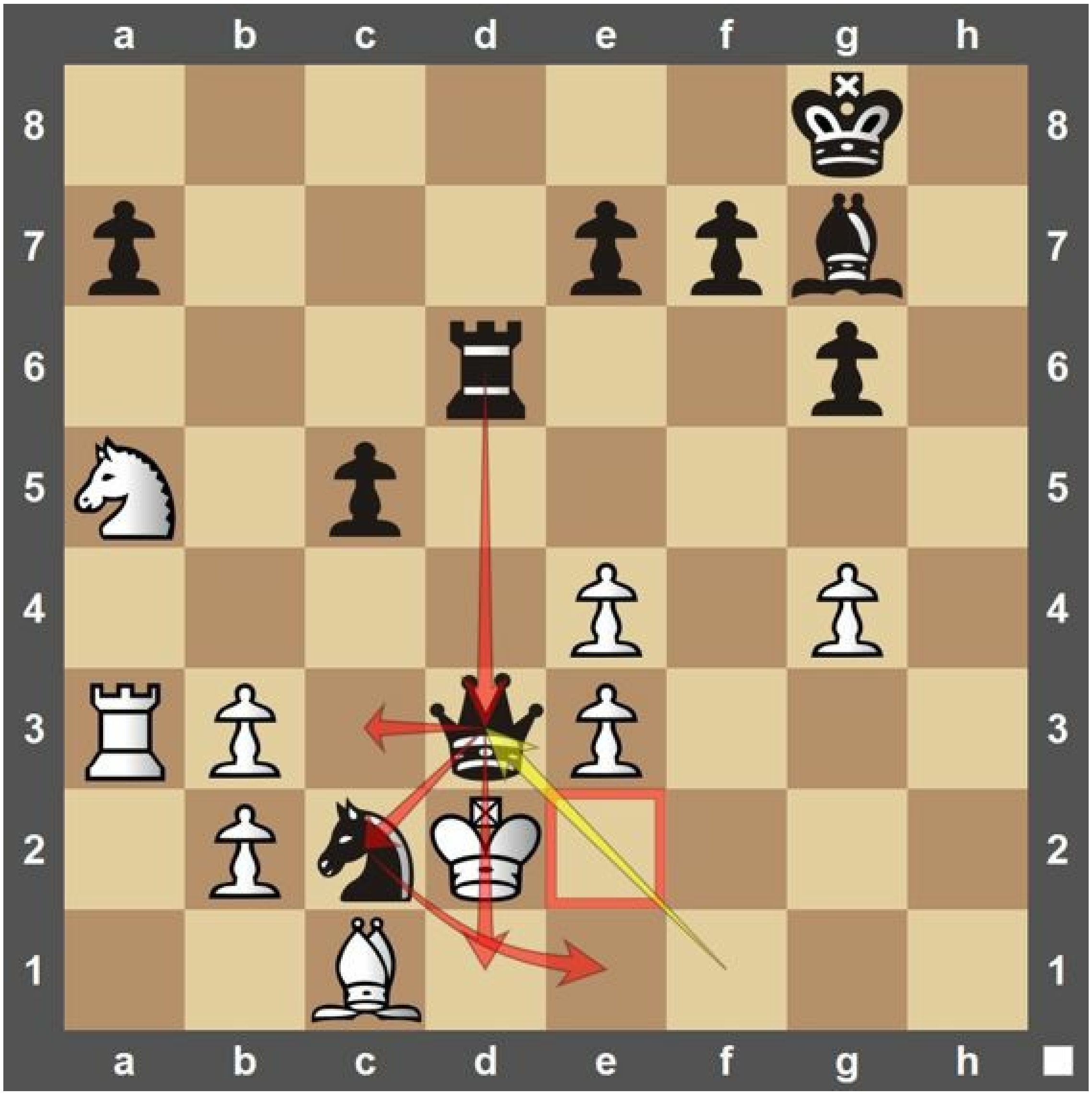
109: 1...Rxd3+ [**1...Qf1+ 2.Kxc2** (2.Kd2 Qxd3#) **2...Qxd3#**] 2.Bd2 Qxd2#



109: 1...Rxd3+ [**1...Qf1+** 2.Kxc2 (**2.Kd2** Qxd3#) 2...Qxd3#] 2.Bd2 Qxd2#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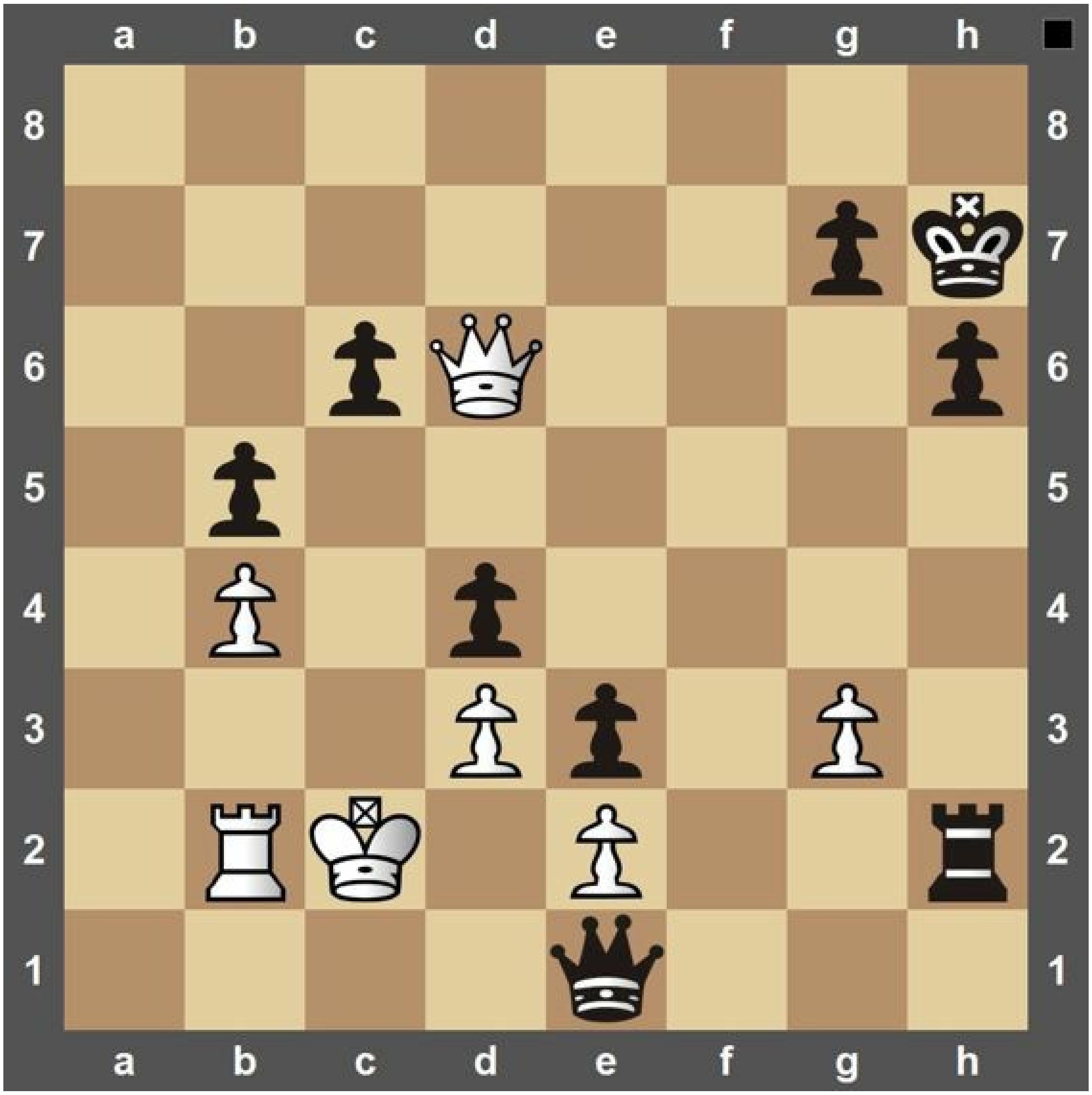
109: 1...Rxd3+ [**1...Qf1+** 2.Kxc2 (**2.Kd2 Qxd3#**) 2...Qxd3#] 2.Bd2 Qxd2#



110: Black to move.

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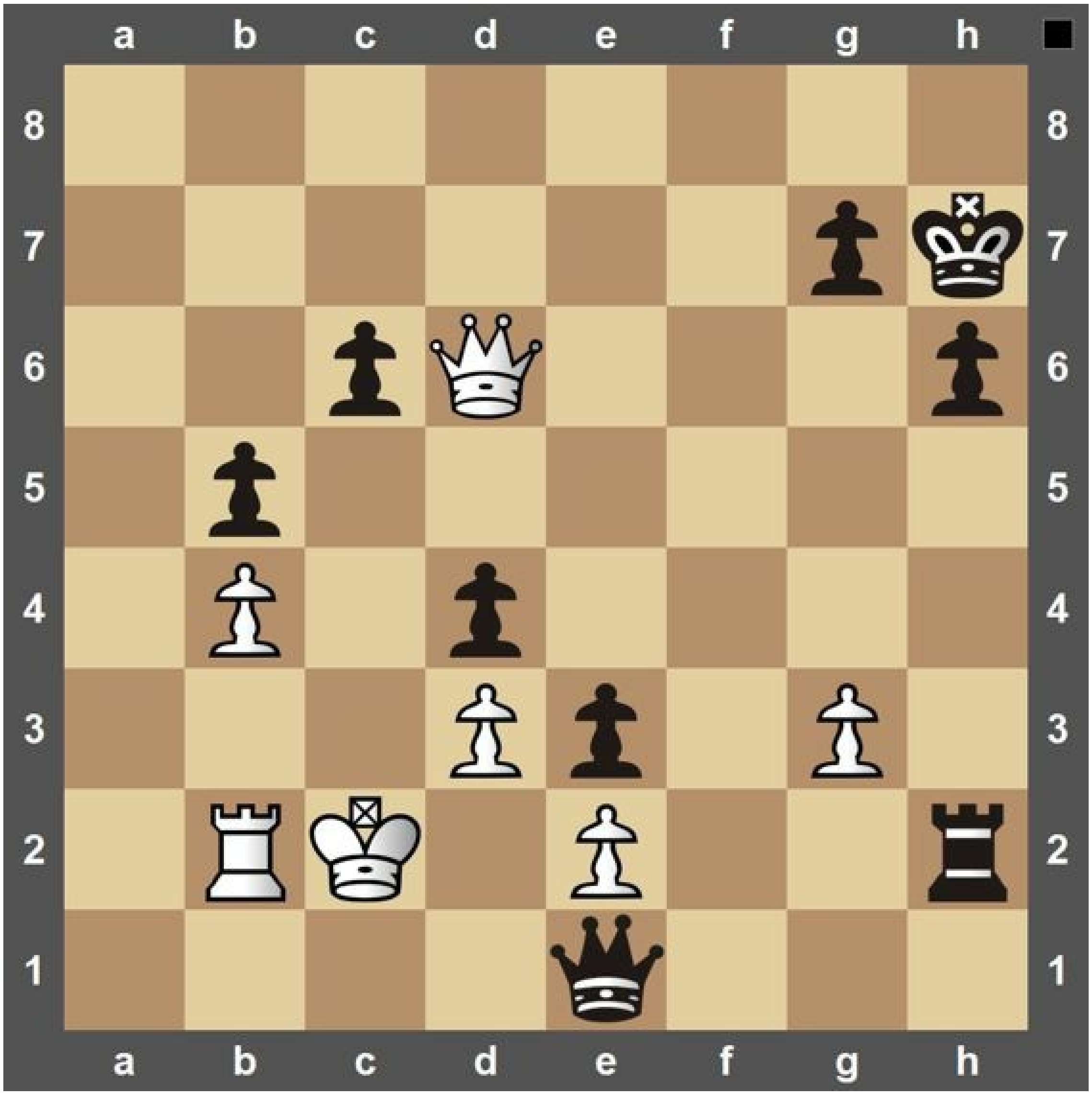
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110: 1...Qxe2+ 2.Kc1 [2.Kb3 Qxb2#; 2.Kb1 Qxb2#] 2...Rh1# [2...Qf1#; 2...Qe1#]

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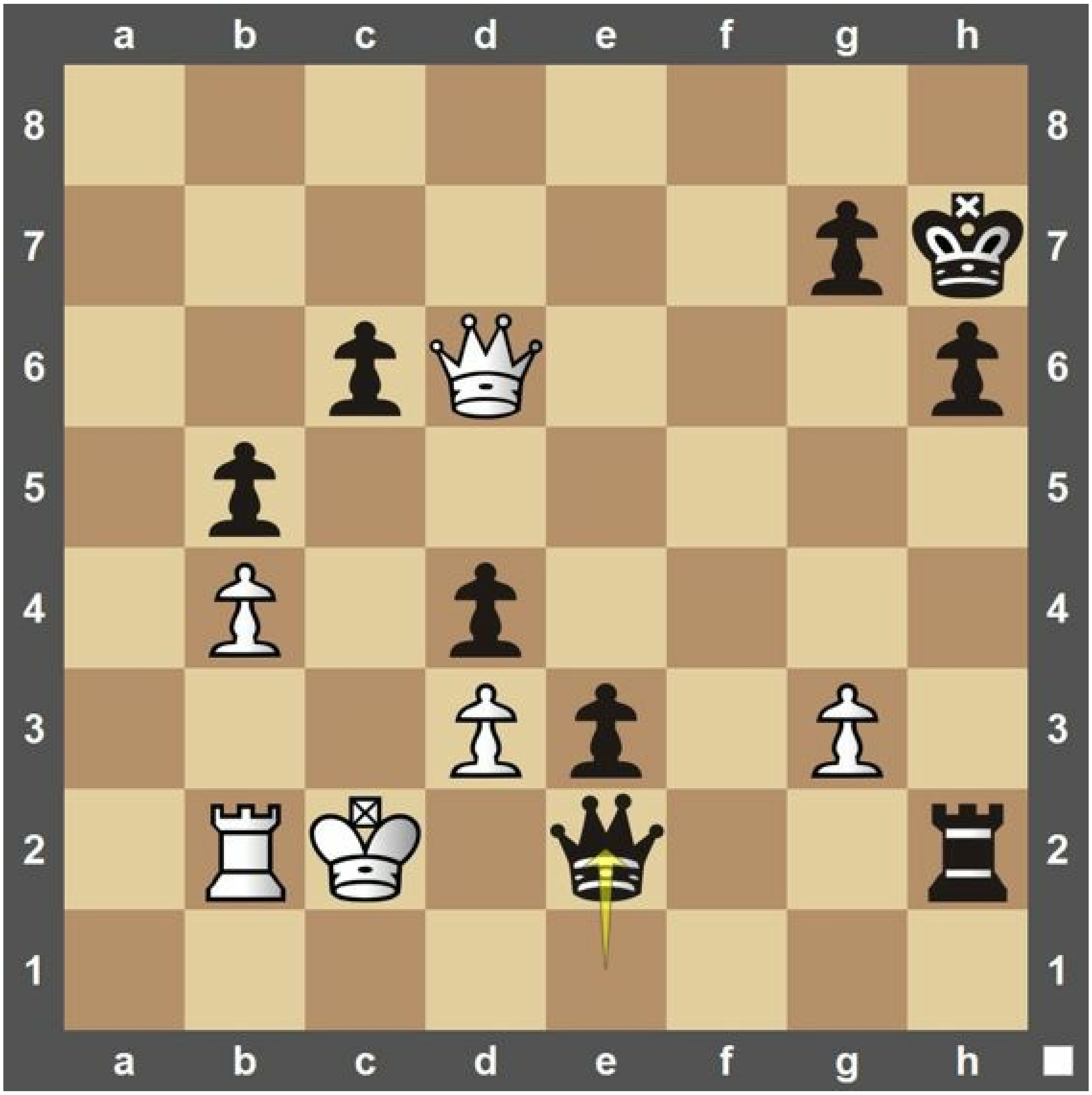
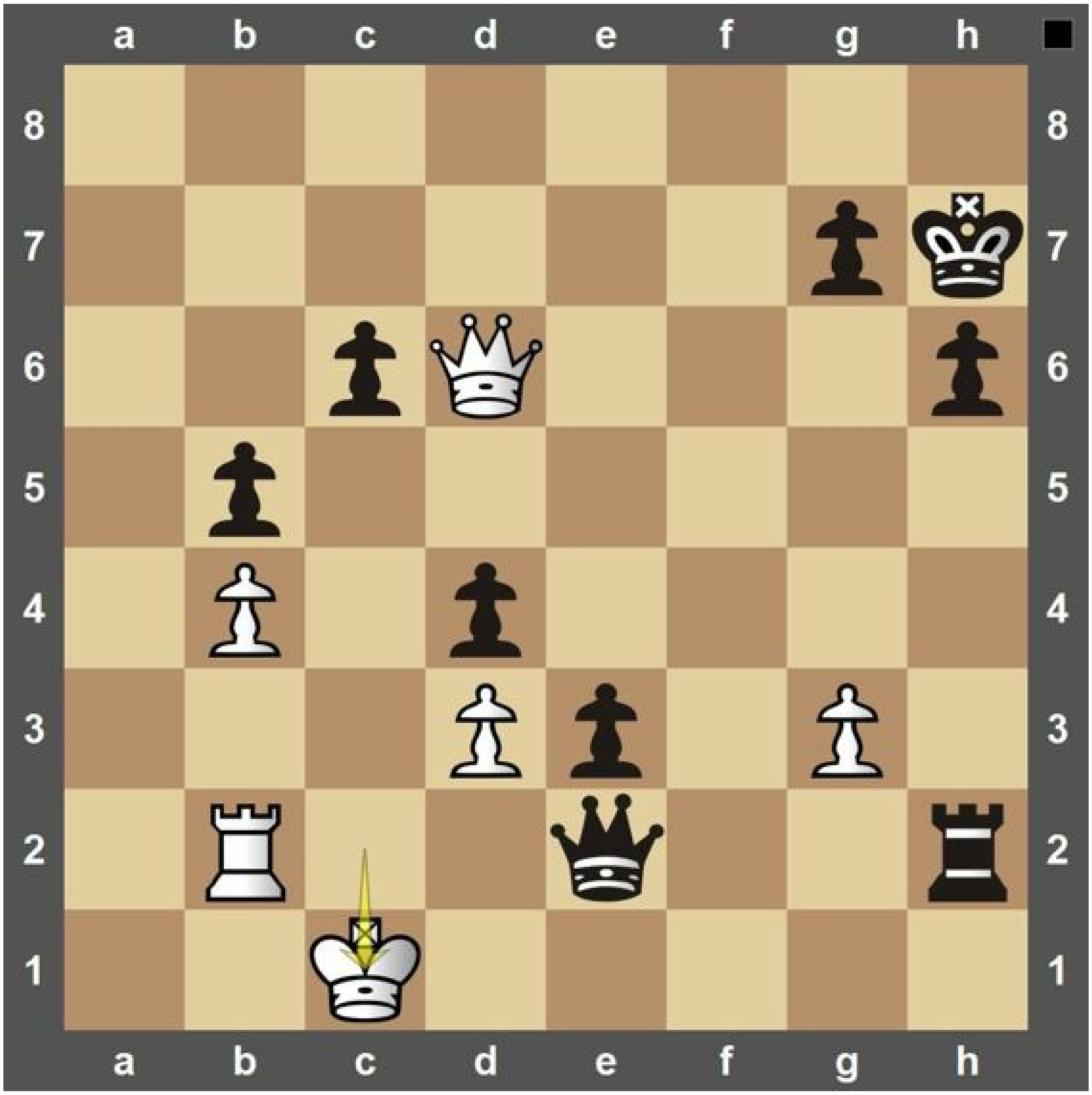


110: **1...Qxe2+** 2.Kc1 [2.Kb3 Qxb2#; 2.Kb1 Qxb2#] 2...Rh1# [2...Qf1#; 2...Qe1#]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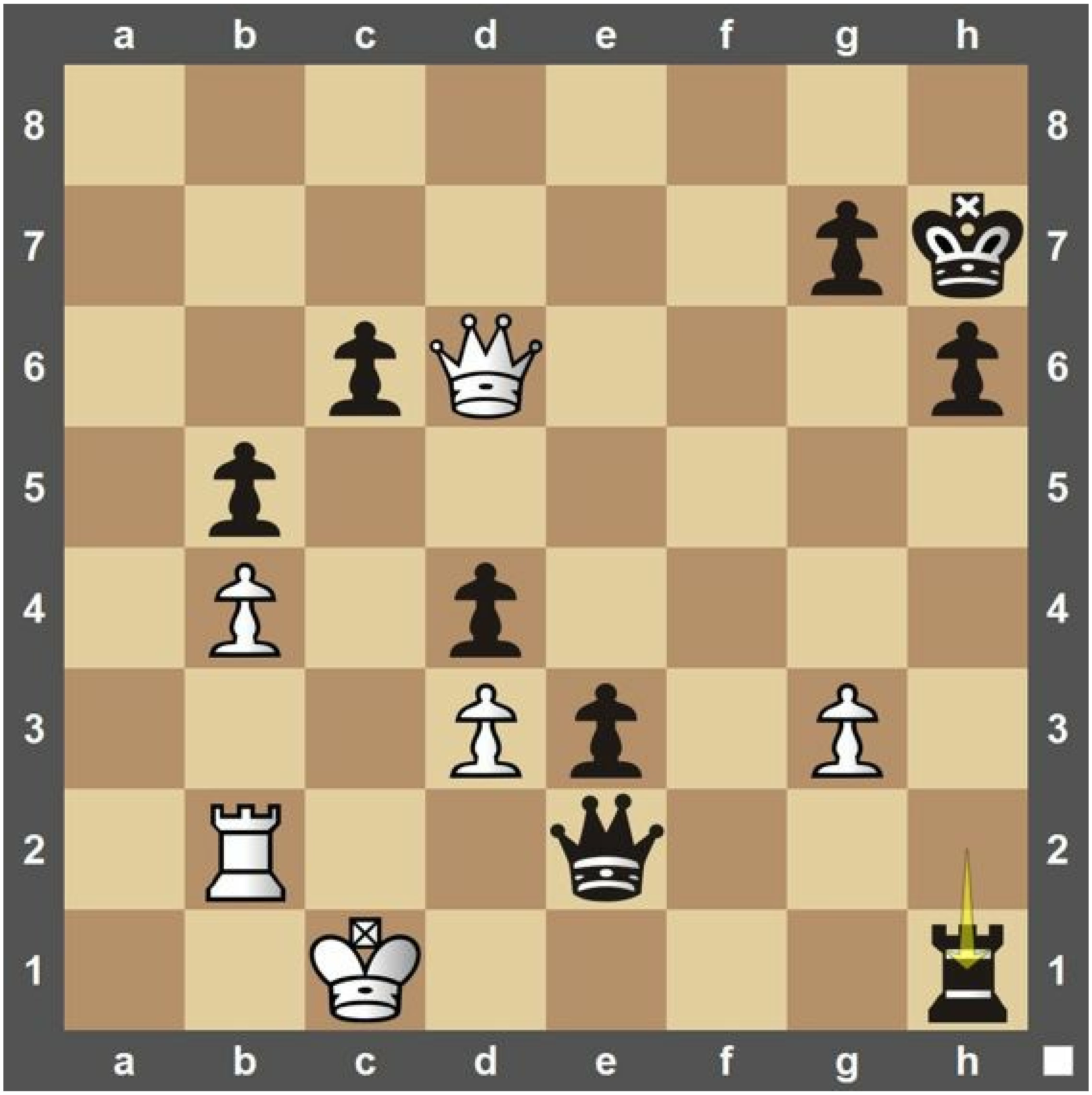
110: **1...Qxe2+ 2.Kc1** [2.Kb3 Qxb2#; 2.Kb1 Qxb2#] 2...Rh1# [2...Qf1#; 2...Qe1#]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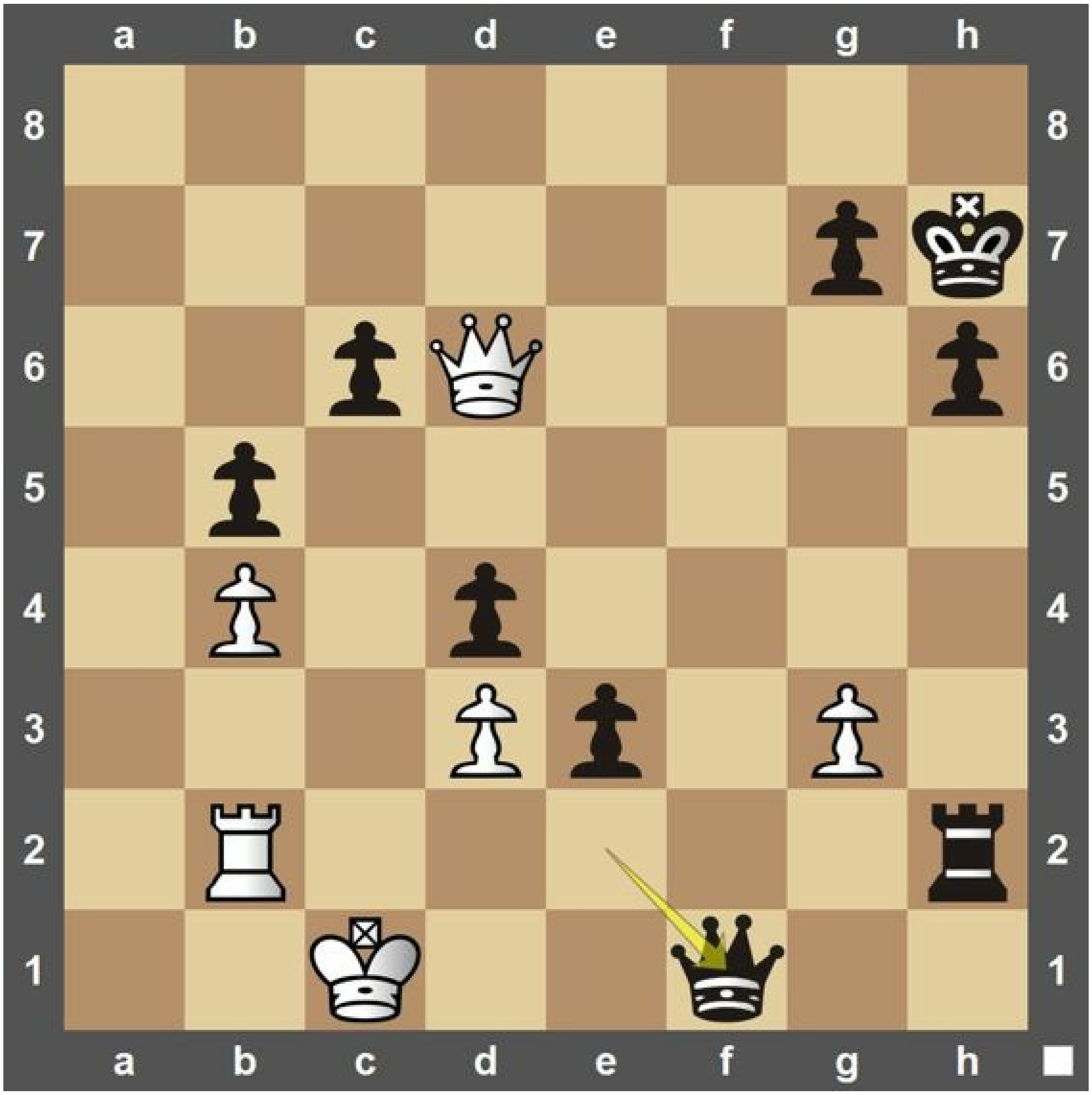
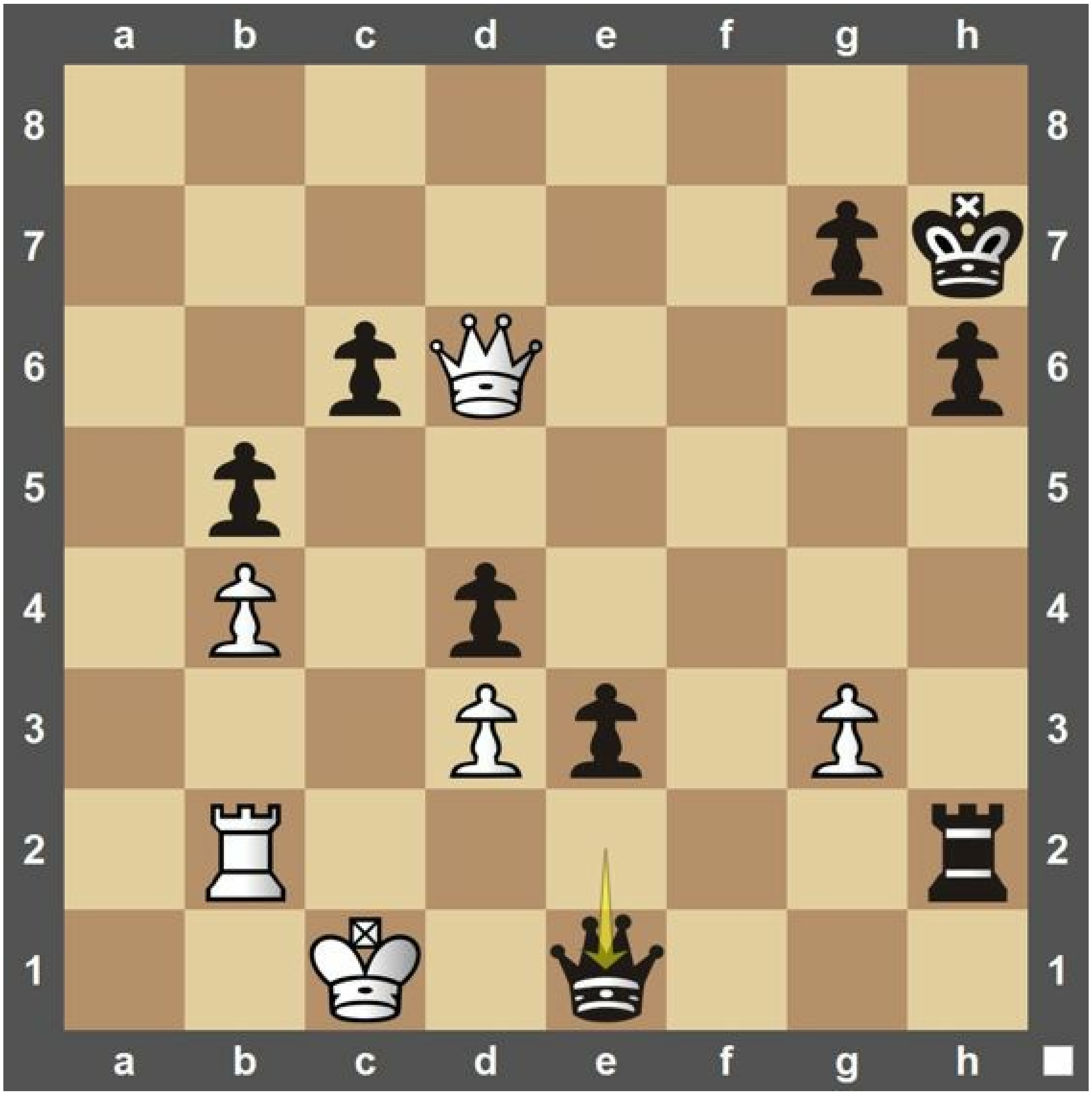
110: **1...Qxe2+ 2.Kc1** [2.Kb3 Qxb2#; 2.Kb1 Qxb2#] **2...Rh1#** [2...Qf1#; 2...Qe1#]



110: **1...Qxe2+ 2.Kc1** [2.Kb3 Qxb2#; 2.Kb1 Qxb2#] 2...Rh1# [**2...Qf1#**; 2...Qe1#]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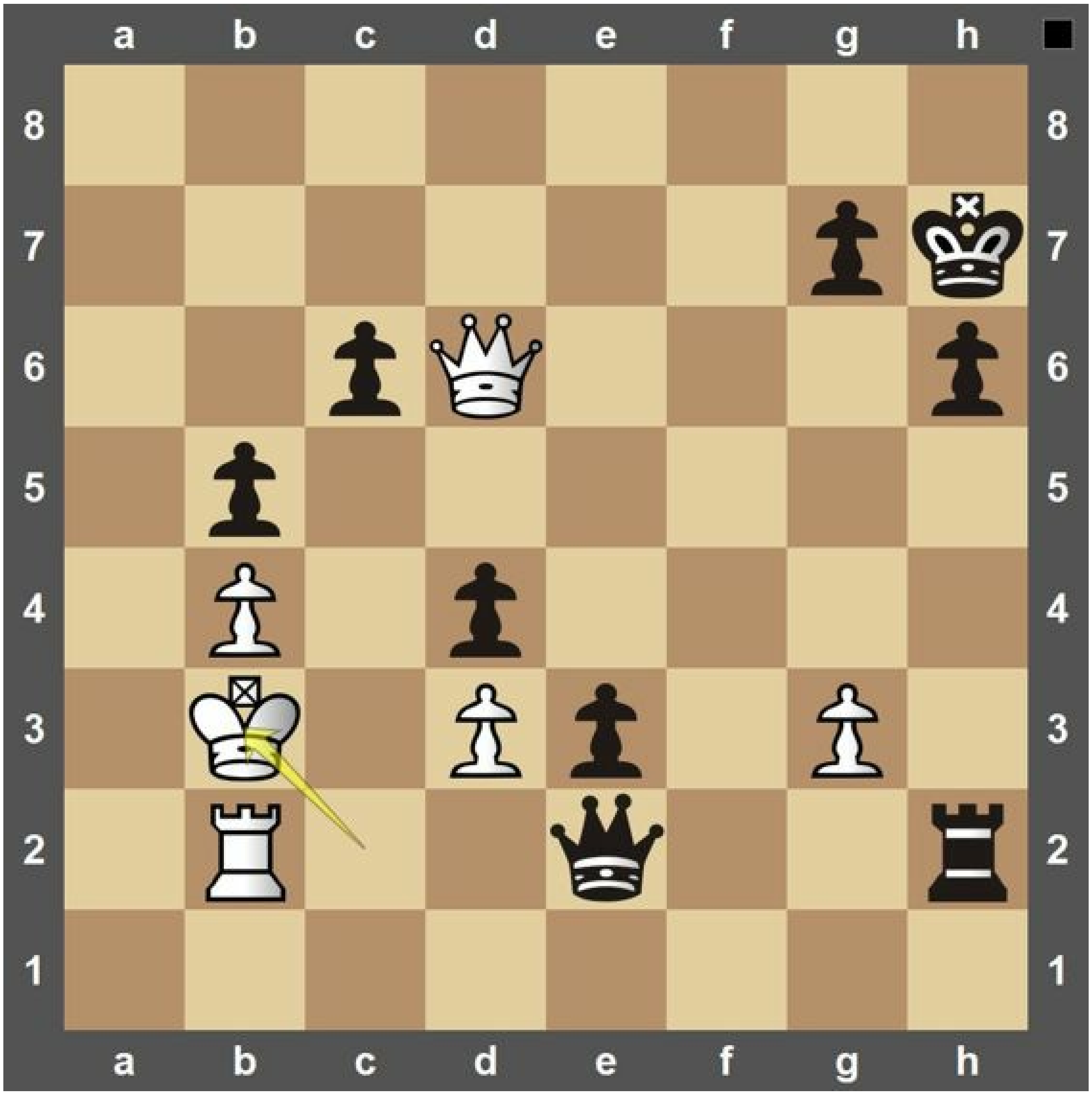
110: **1...Qxe2+ 2.Kc1** [2.Kb3 Qxb2#; 2.Kb1 Qxb2#] 2...Rh1# [2...Qf1#; **2...Qe1#**]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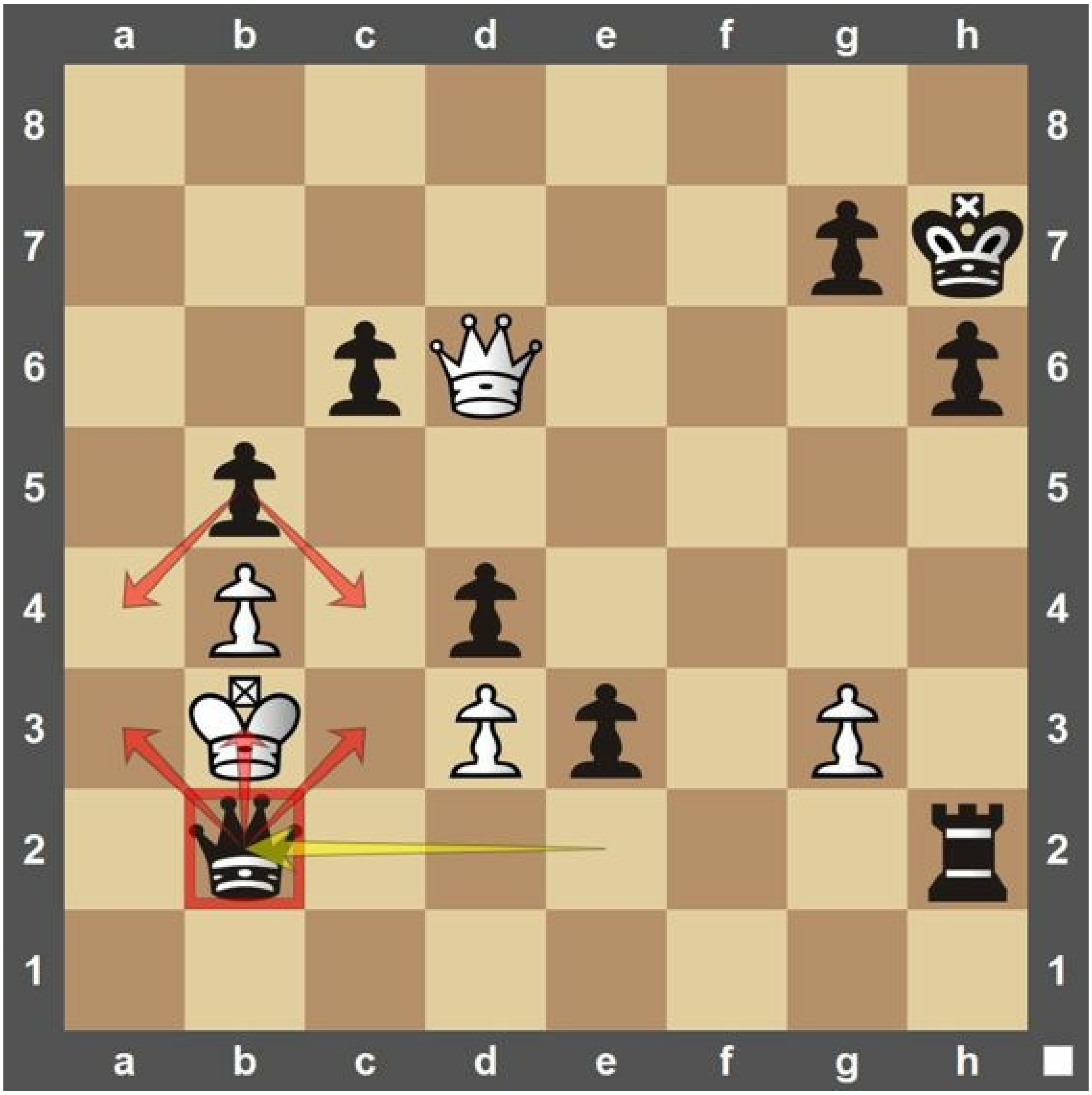
110: **1...Qxe2+** 2.Kc1 [**2.Kb3** Qxb2#; 2.Kb1 Qxb2#] 2...Rh1# [2...Qf1#; 2...Qe1#]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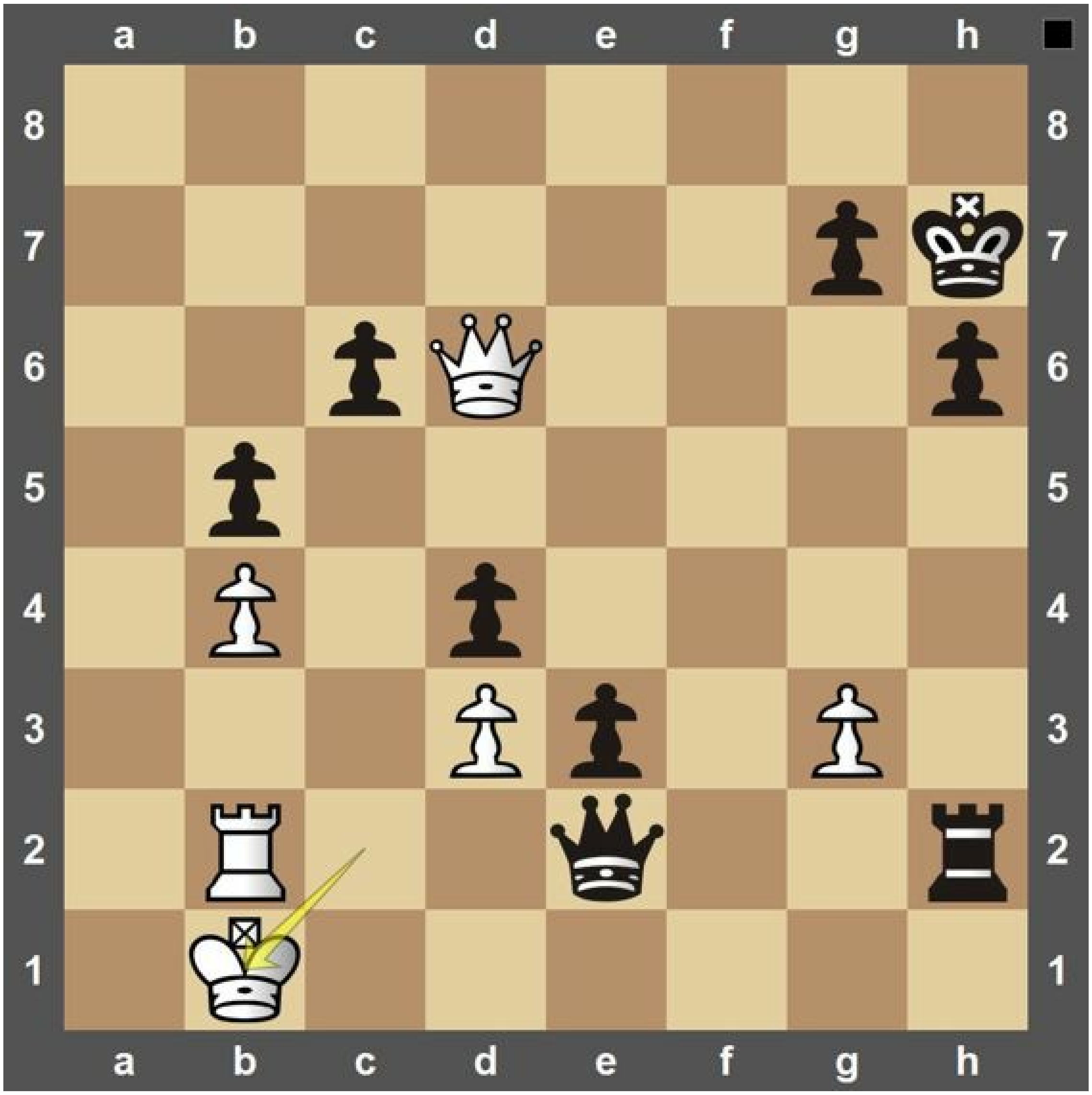
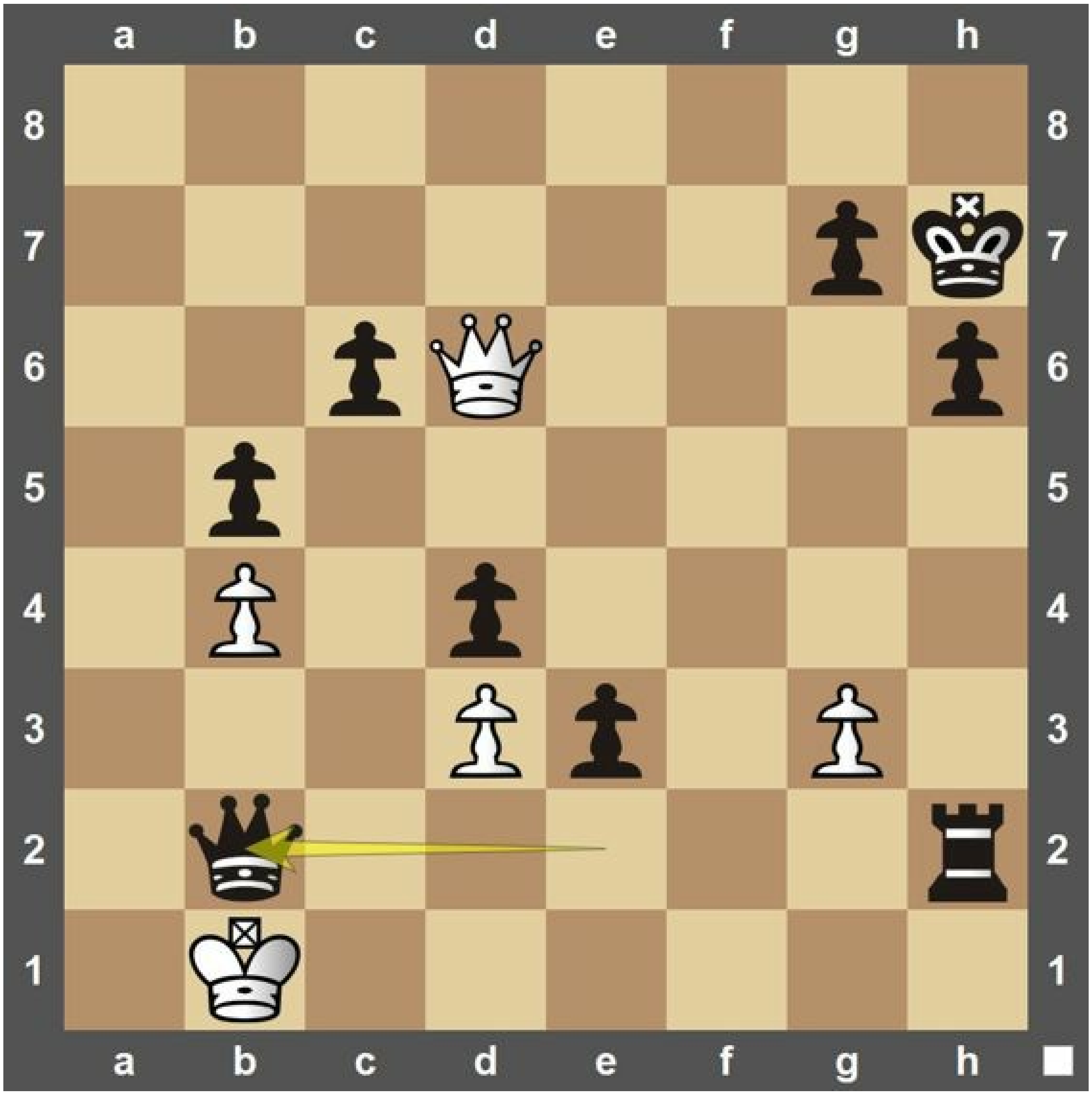
110: **1...Qxe2+** 2.Kc1 [**2.Kb3 Qxb2#**; 2.Kb1 Qxb2#] 2...Rh1# [2...Qf1#; 2...Qe1#]



110: **1...Qxe2+** 2.Kc1 [2.Kb3 Qxb2#; **2.Kb1** Qxb2#] 2...Rh1# [2...Qf1#; 2...Qe1#]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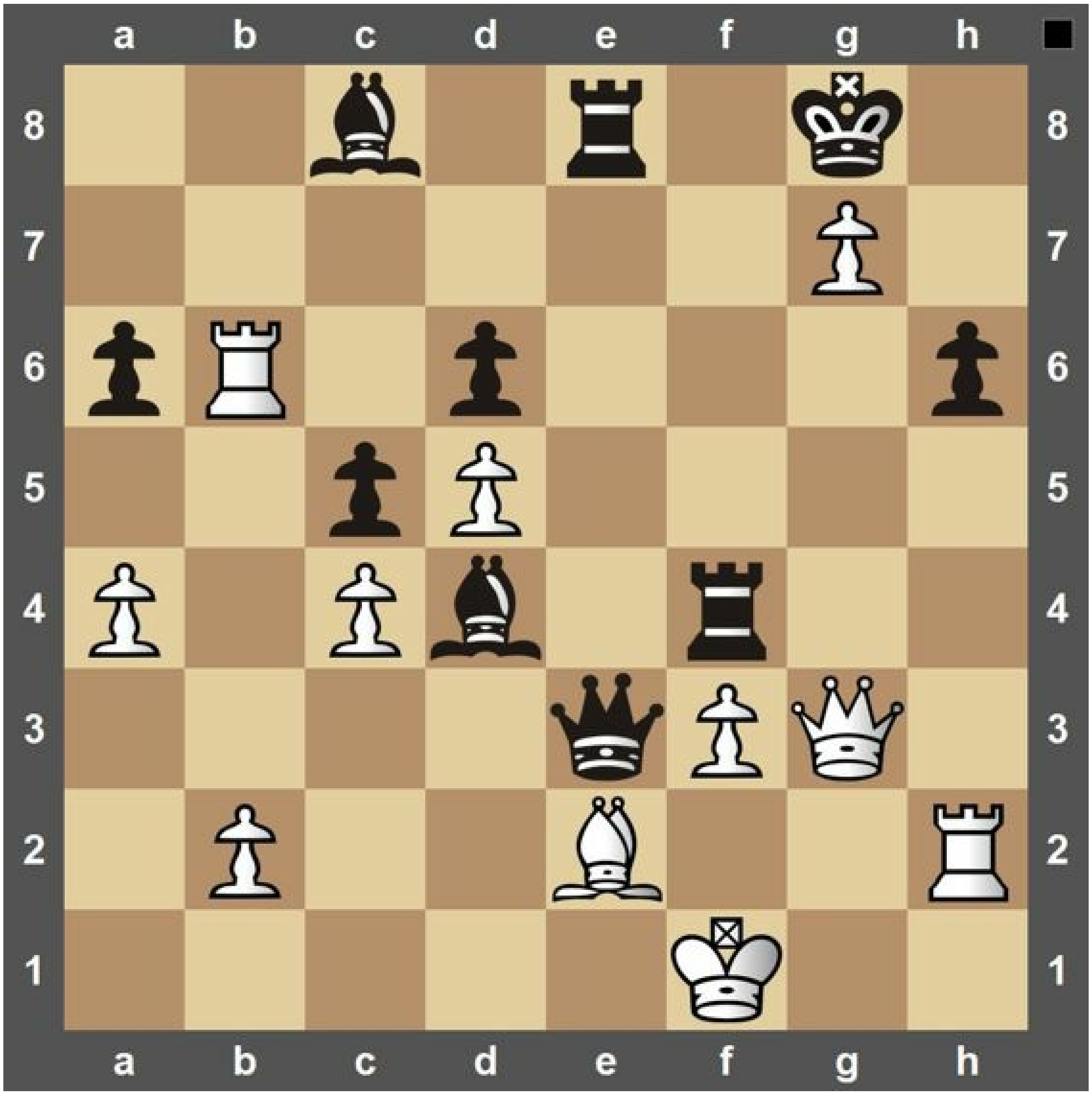
110: **1...Qxe2+** 2.Kc1 [2.Kb3 Qxb2#; **2.Kb1 Qxb2#**] 2...Rh1# [2...Qf1#; 2...Qe1#]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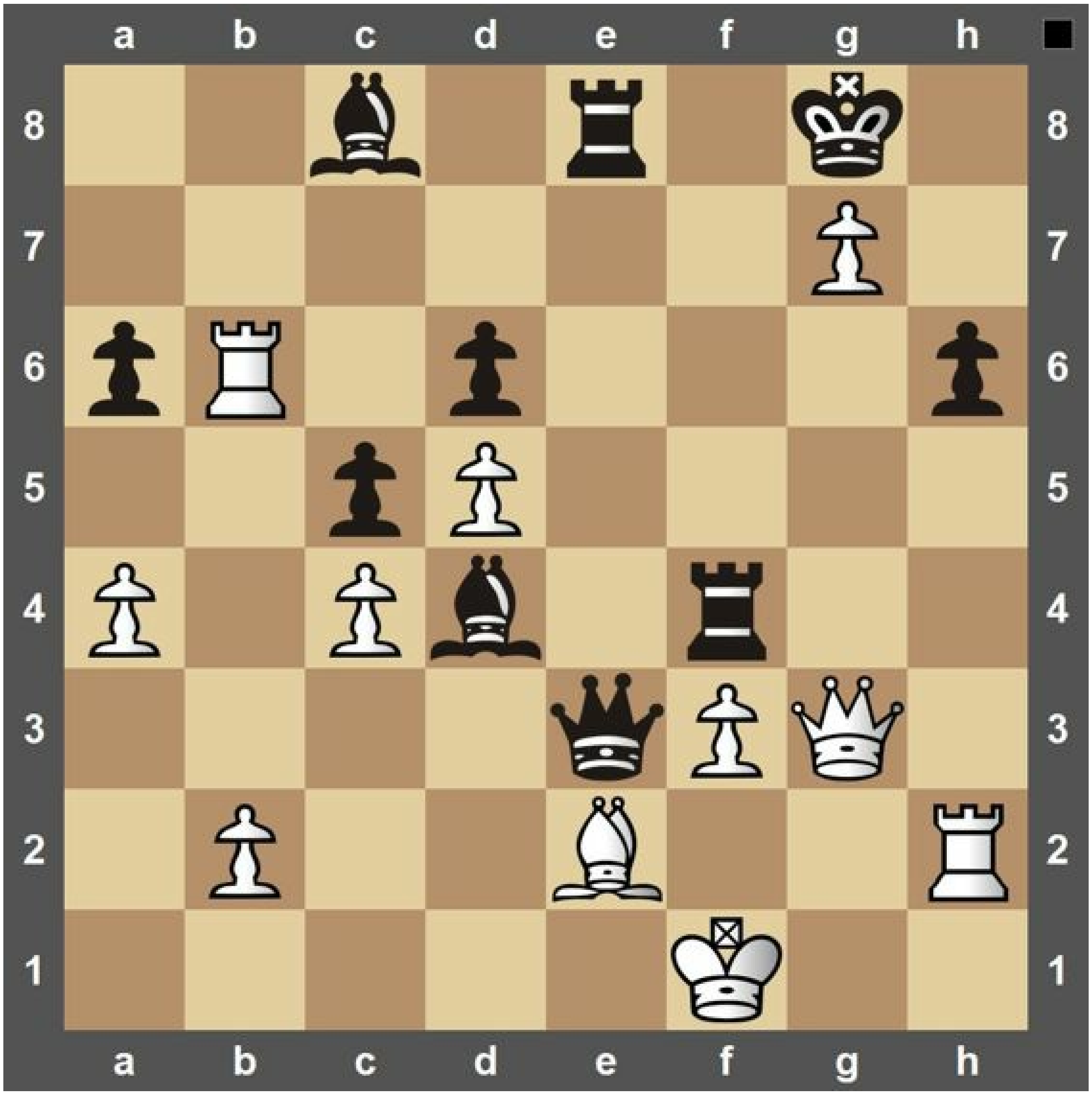
111: Black to move.

[Back] [Problems Only]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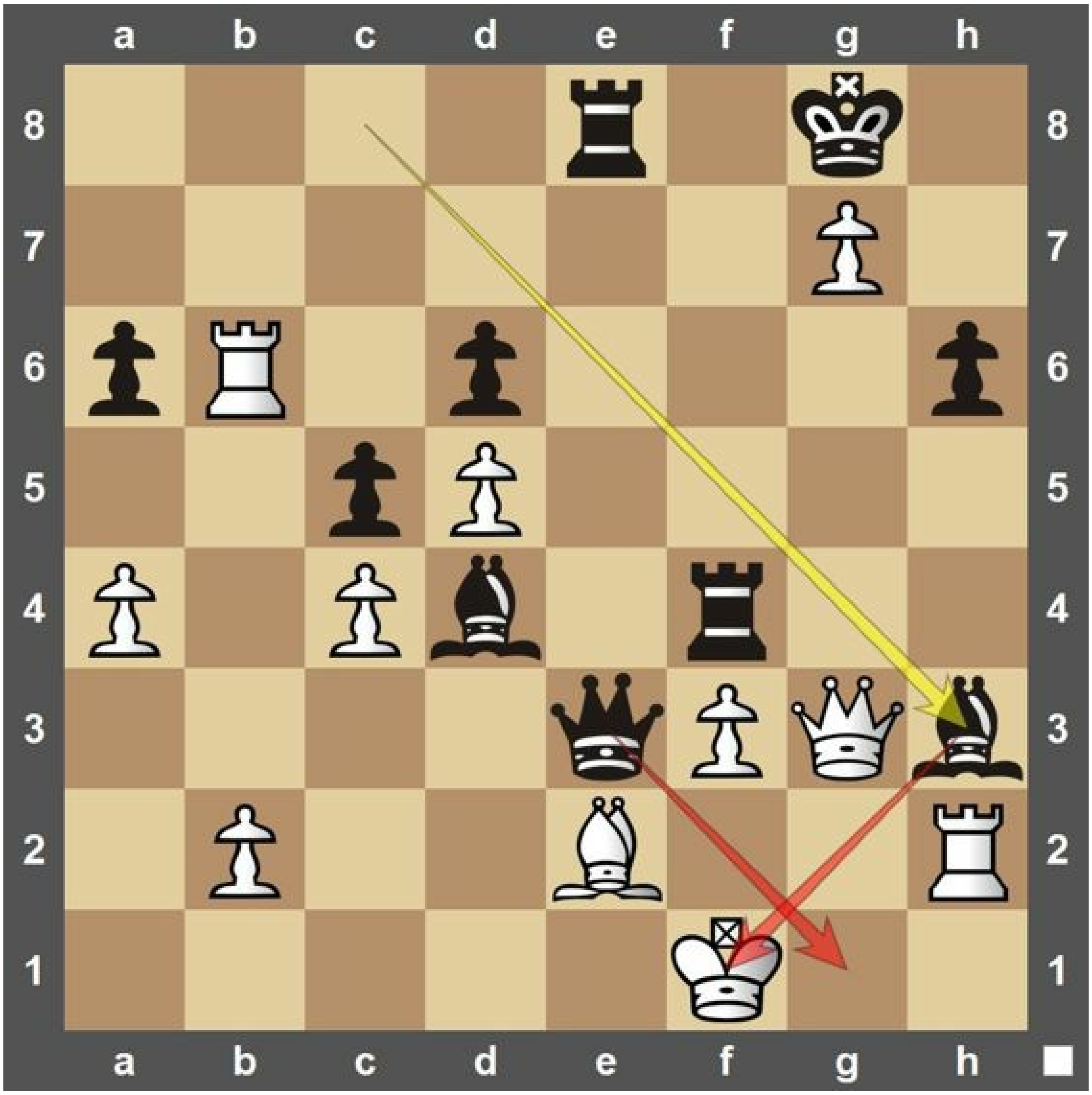
111: 1...Bh3+ 2.Qxh3 [2.Rxh3 Qxe2#; 2.Rg2 Qxe2# (2...Qg1#) ; 2.Qg2 Qxe2# (2...Qg1#; 2...Qf2#) ; 2.Ke1 Qc1#] 2...Qg1#

[Back] [Problems Only]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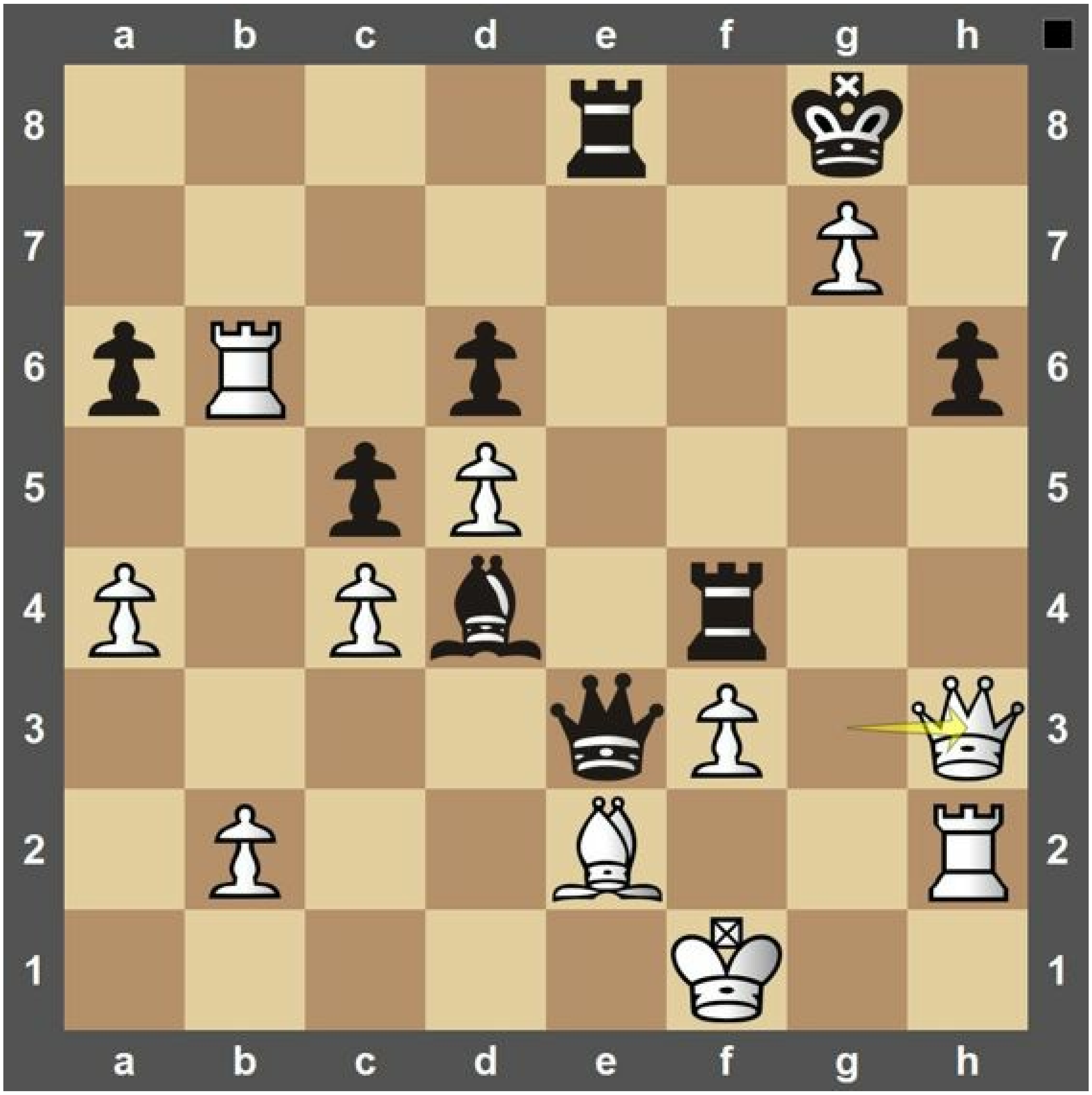
111: **1...Bh3+** 2.Qxh3 [2.Rxh3 Qxe2#; 2.Rg2 Qxe2# (2...Qg1#) ; 2.Qg2 Qxe2# (2...Qg1#; 2...Qf2#) ; 2.Ke1 Qc1#] 2...Qg1#

This bishop move is amazing!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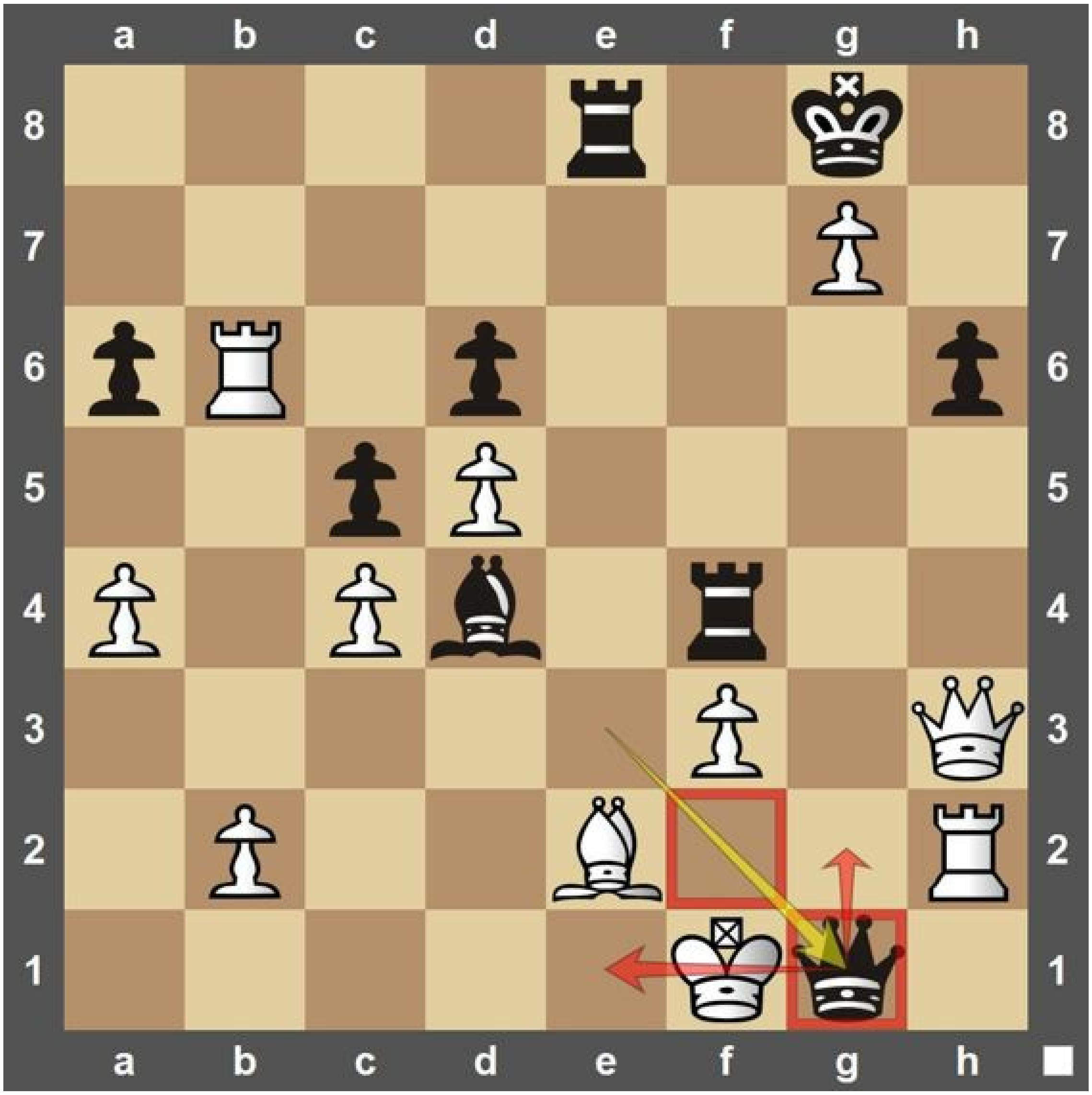
111: **1...Bh3+ 2.Qxh3** [2.Rxh3 Qxe2#; 2.Rg2 Qxe2# (2...Qg1#) ; 2.Qg2 Qxe2# (2...Qg1#; 2...Qf2#) ; 2.Ke1 Qc1#] 2...Qg1#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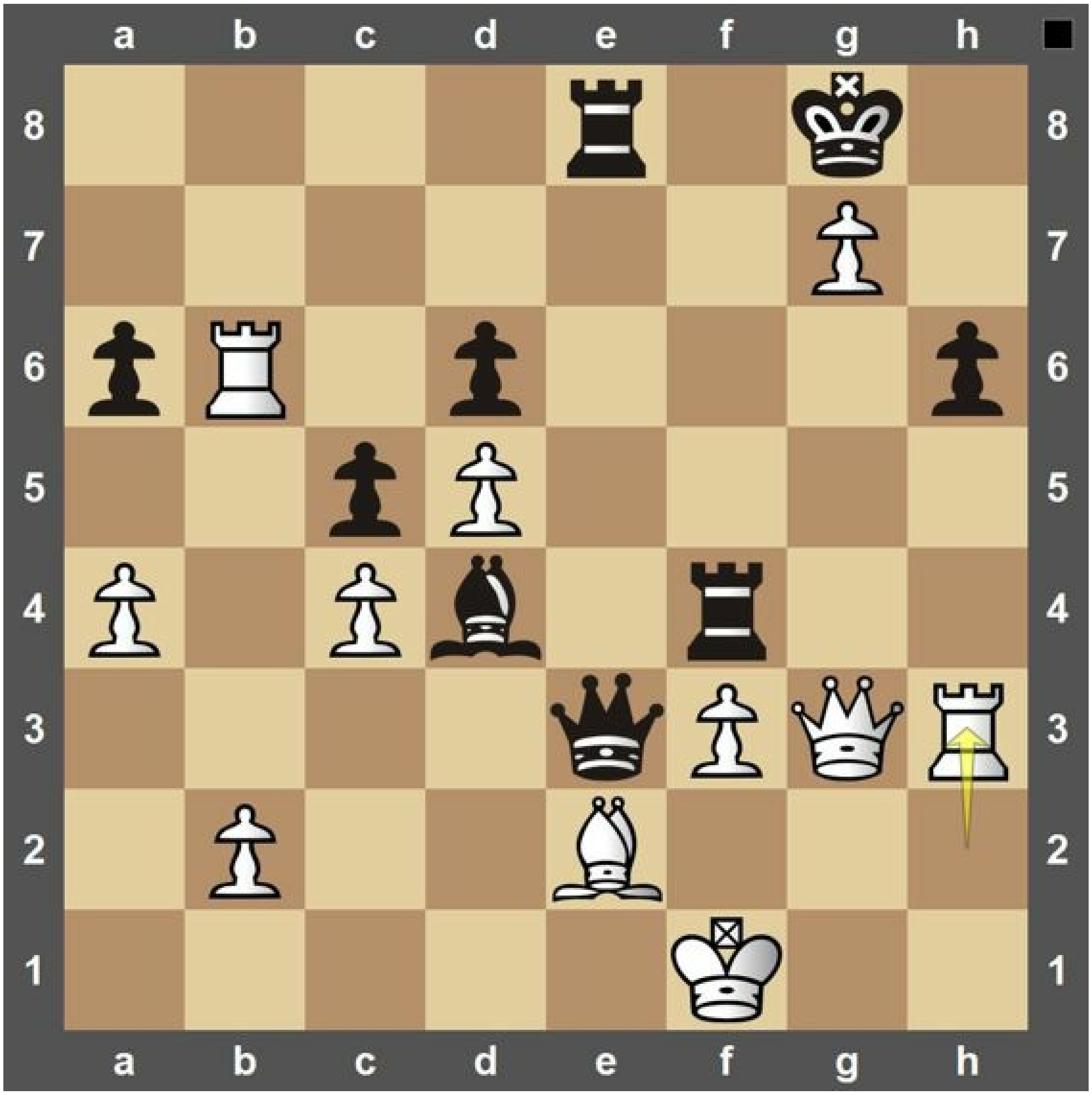
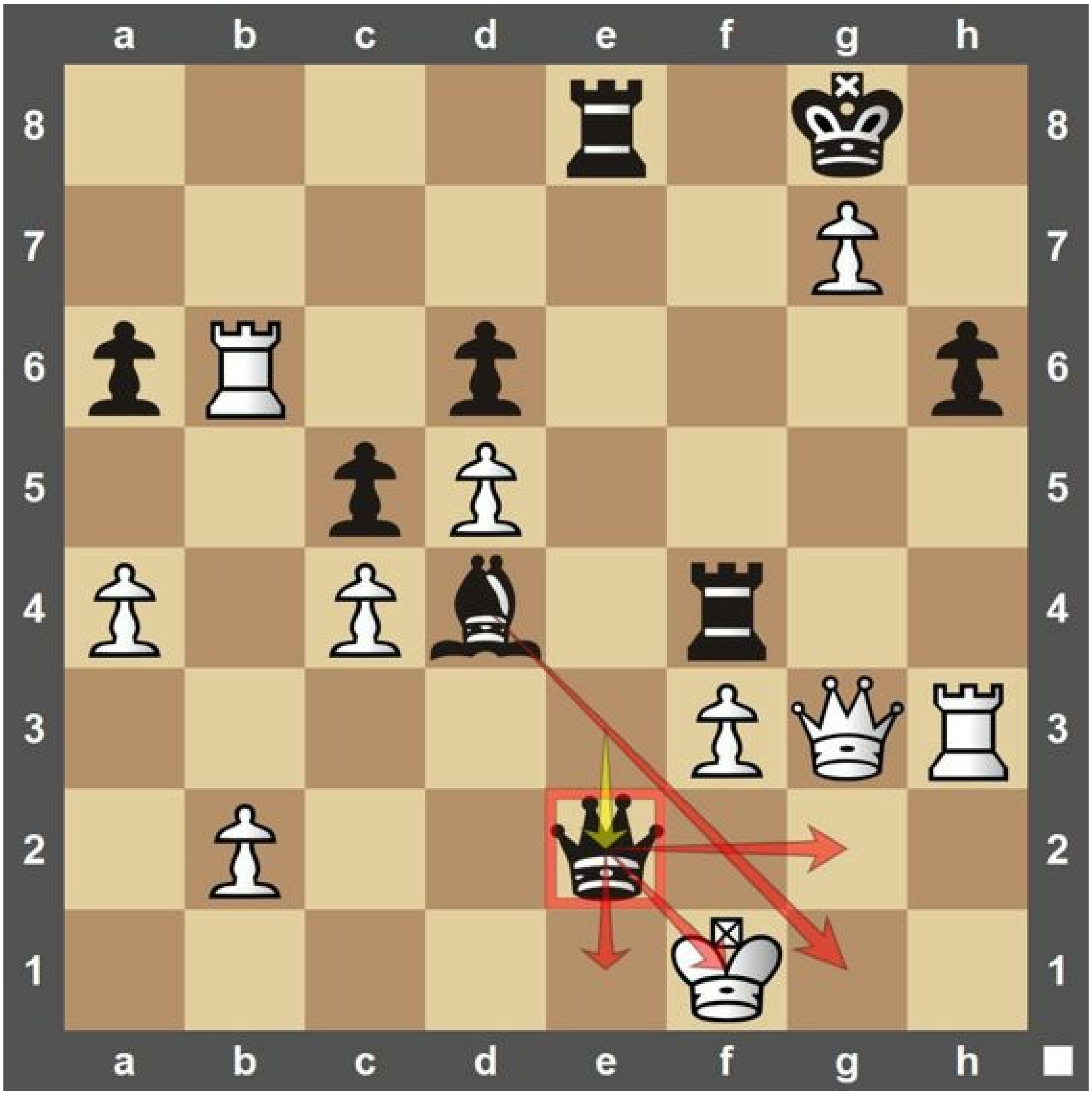
111: **1...Bh3+ 2.Qxh3** [2.Rxh3 Qxe2#; 2.Rg2 Qxe2# (2...Qg1#) ; 2.Qg2 Qxe2# (2...Qg1#; 2...Qf2#) ; 2.Ke1 Qc1#] **2...Qg1#**



111: **1...Bh3+** 2.Qxh3 [**2.Rxh3** Qxe2#; 2.Rg2 Qxe2# (2...Qg1#) ; 2.Qg2 Qxe2# (2...Qg1#; 2...Qf2#) ; 2.Ke1 Qc1#] 2...Qg1#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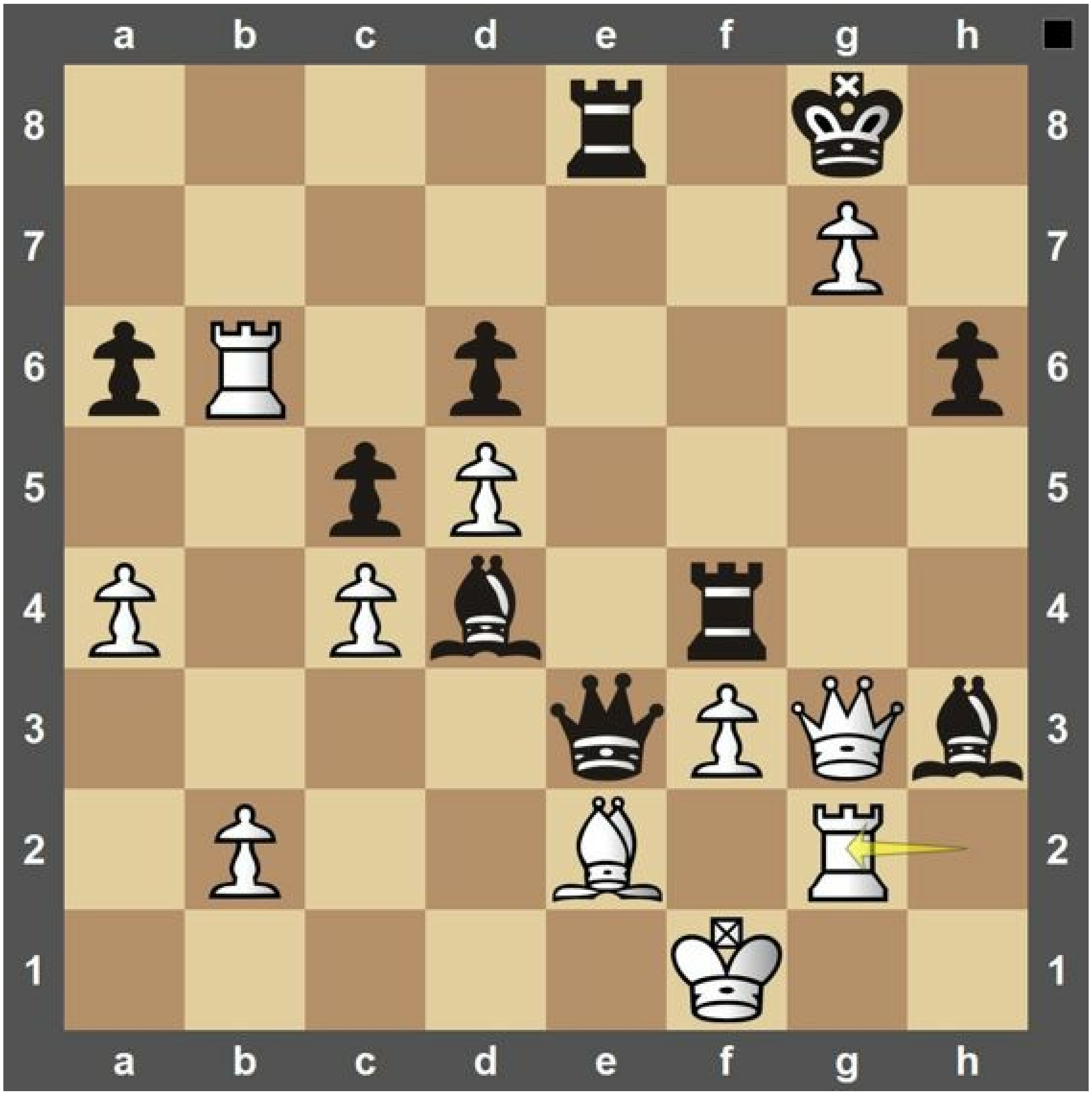
111: **1...Bh3+** 2.Qxh3 [**2.Rxh3 Qxe2#**; 2.Rg2 Qxe2# (2...Qg1#) ; 2.Qg2 Qxe2# (2...Qg1#; 2...Qf2#) ; 2.Ke1 Qc1#] 2...Qg1#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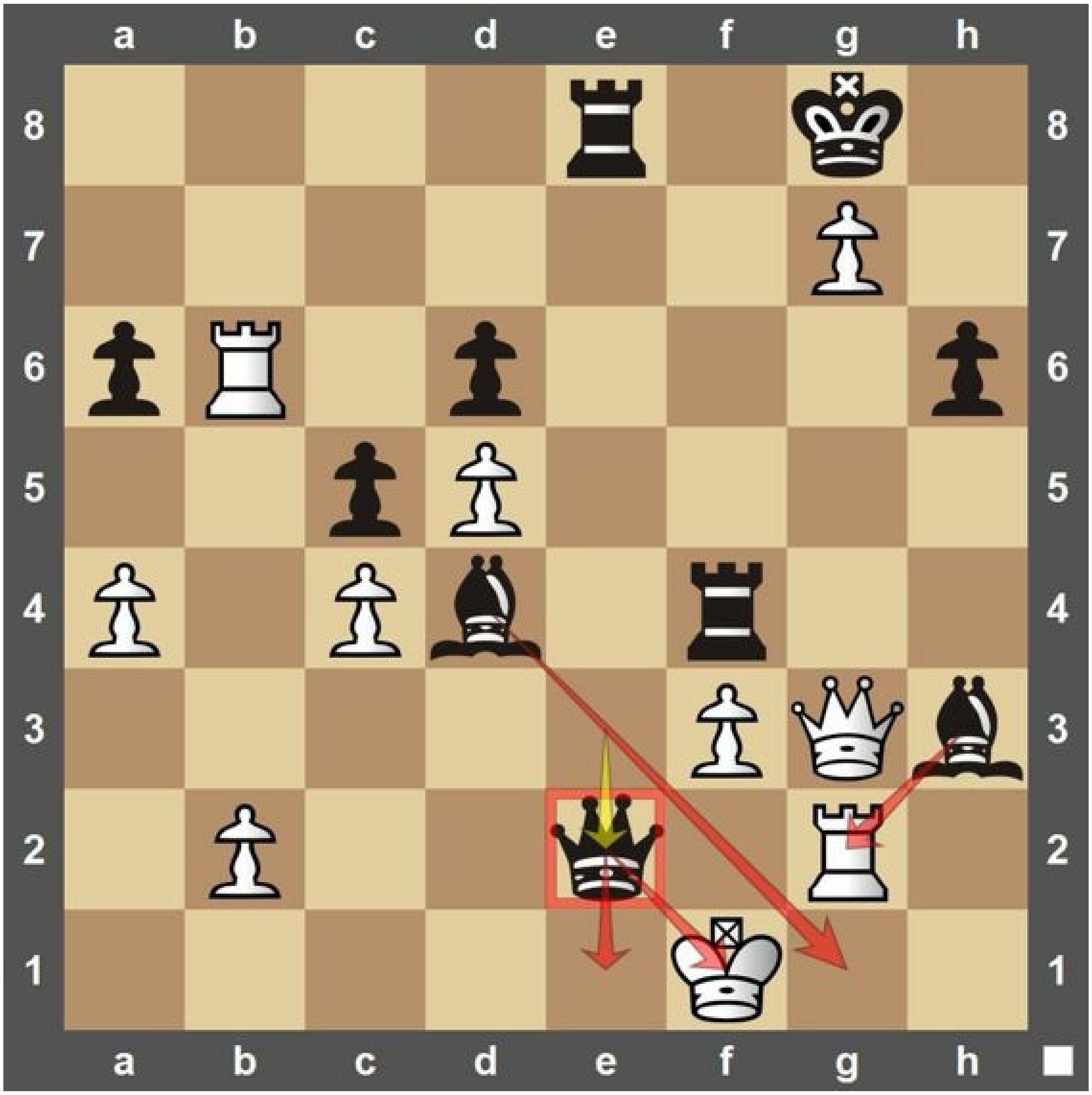
111: **1...Bh3+** 2.Qxh3 [2.Rxh3 Qxe2#; **2.Rg2** Qxe2# (2...Qg1#) ; 2.Qg2 Qxe2# (2...Qg1#; 2...Qf2#) ; 2.Ke1 Qc1#] 2...Qg1#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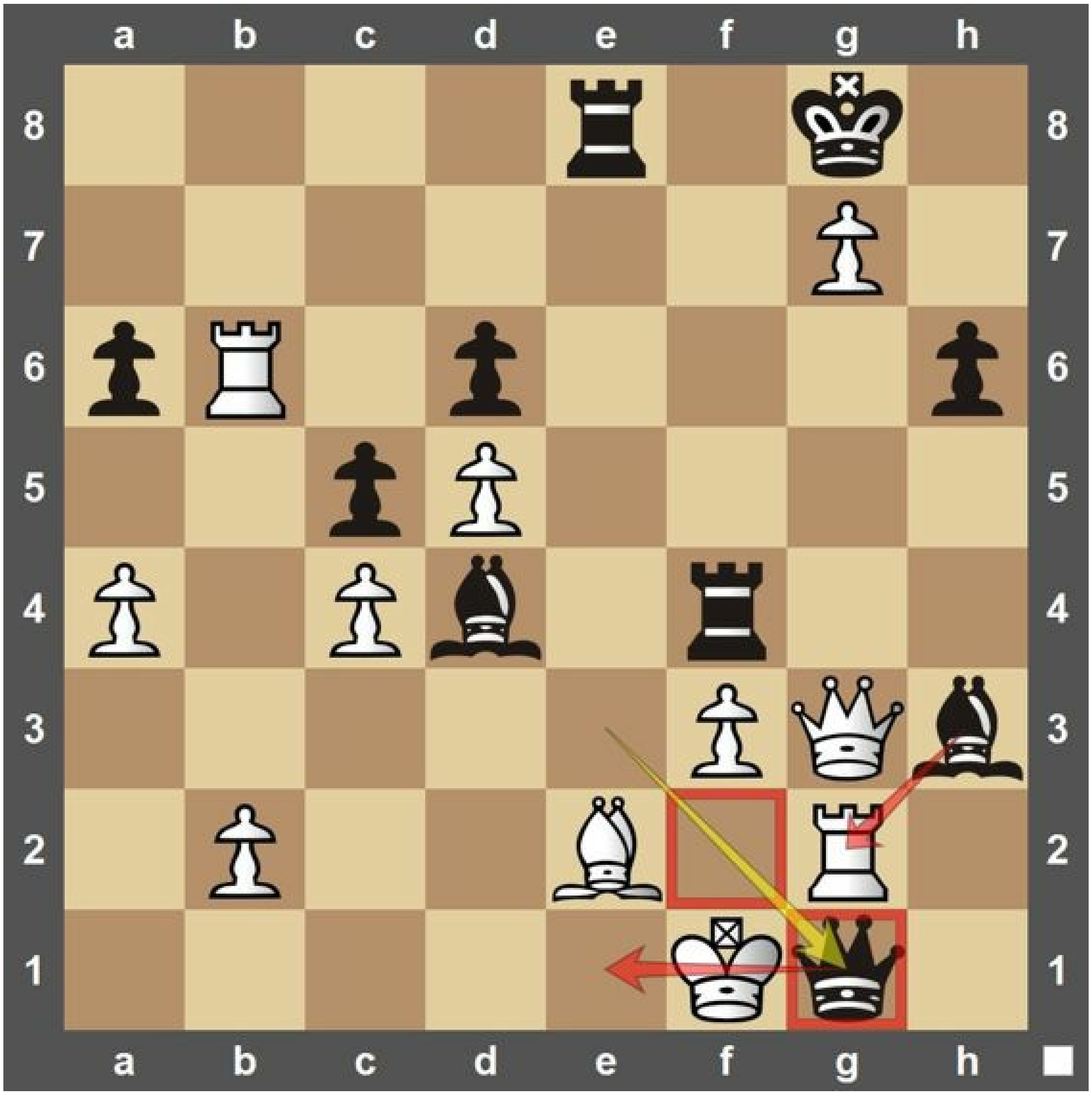
111: **1...Bh3+** 2.Qxh3 [2.Rxh3 Qxe2#; **2.Rg2 Qxe2#** (2...Qg1#) ; 2.Qg2 Qxe2# (2...Qg1#; 2...Qf2#) ; 2.Ke1 Qc1#] 2...Qg1#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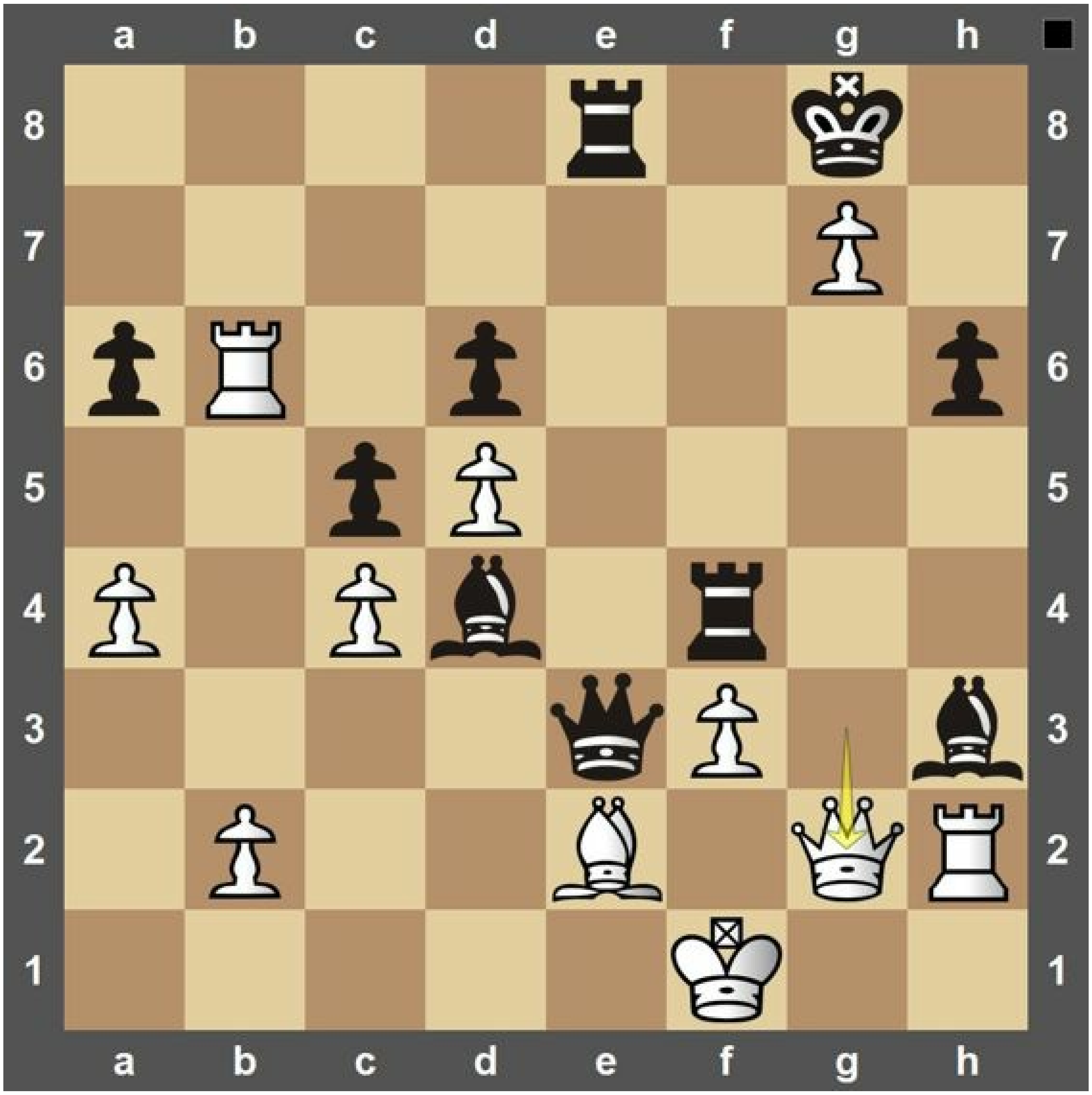
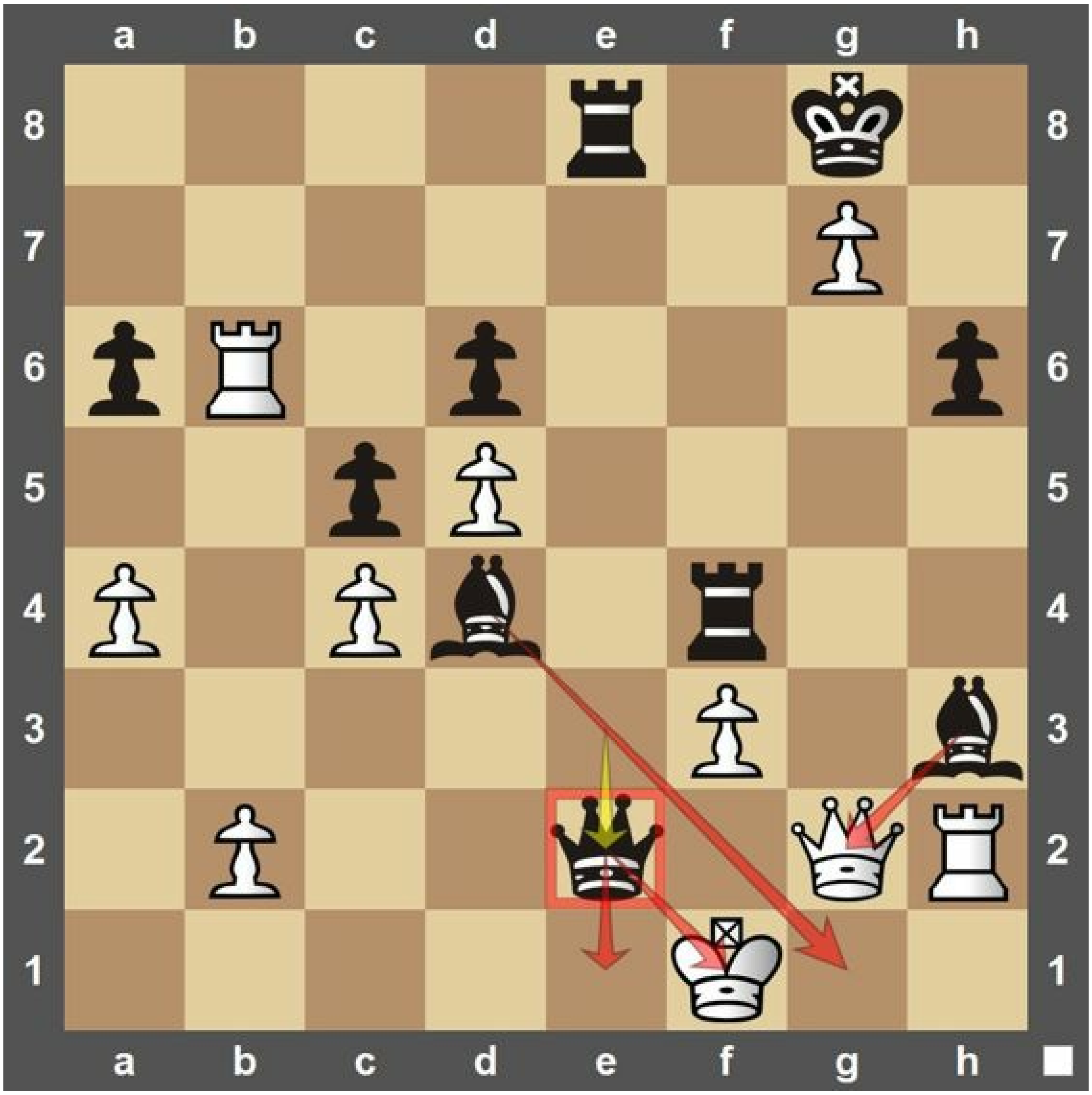
111: **1...Bh3+** 2.Qxh3 [2.Rxh3 Qxe2#; **2.Rg2** Qxe2# (**2...Qg1#**) ; 2.Qg2 Qxe2# (2...Qg1#; 2...Qf2#) ; 2.Ke1 Qc1#] 2...Qg1#



111: **1...Bh3+** 2.Qxh3 [2.Rxh3 Qxe2#; 2.Rg2 Qxe2# (2...Qg1#) ; **2.Qg2** Qxe2# (2...Qg1#; 2...Qf2#) ; 2.Ke1 Qc1#] 2...Qg1#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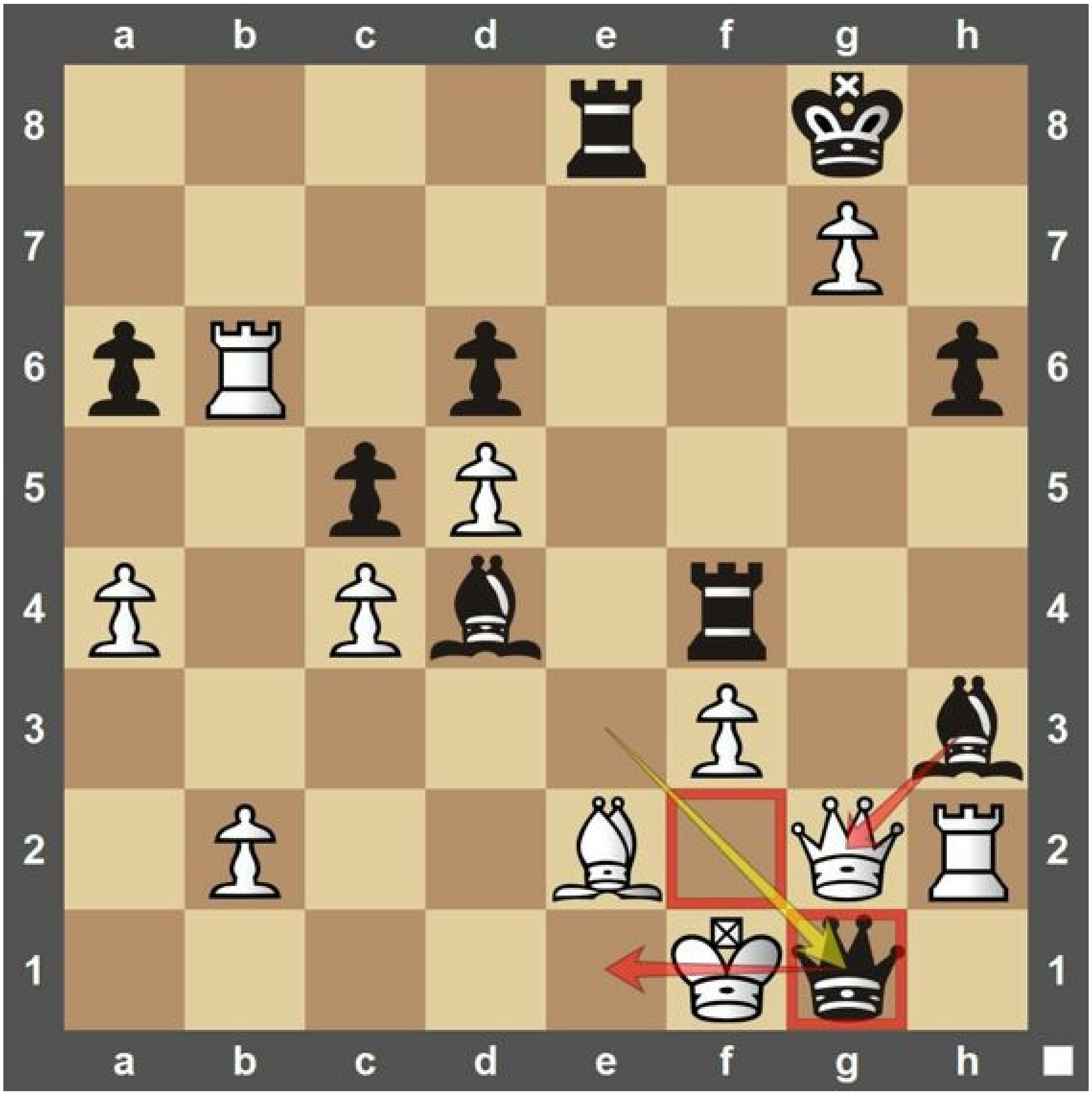
111: **1...Bh3+** 2.Qxh3 [2.Rxh3 Qxe2#; 2.Rg2 Qxe2# (2...Qg1#) ; **2.Qg2 Qxe2#** (2...Qg1#; 2...Qf2#) ; 2.Ke1 Qc1#] 2...Qg1#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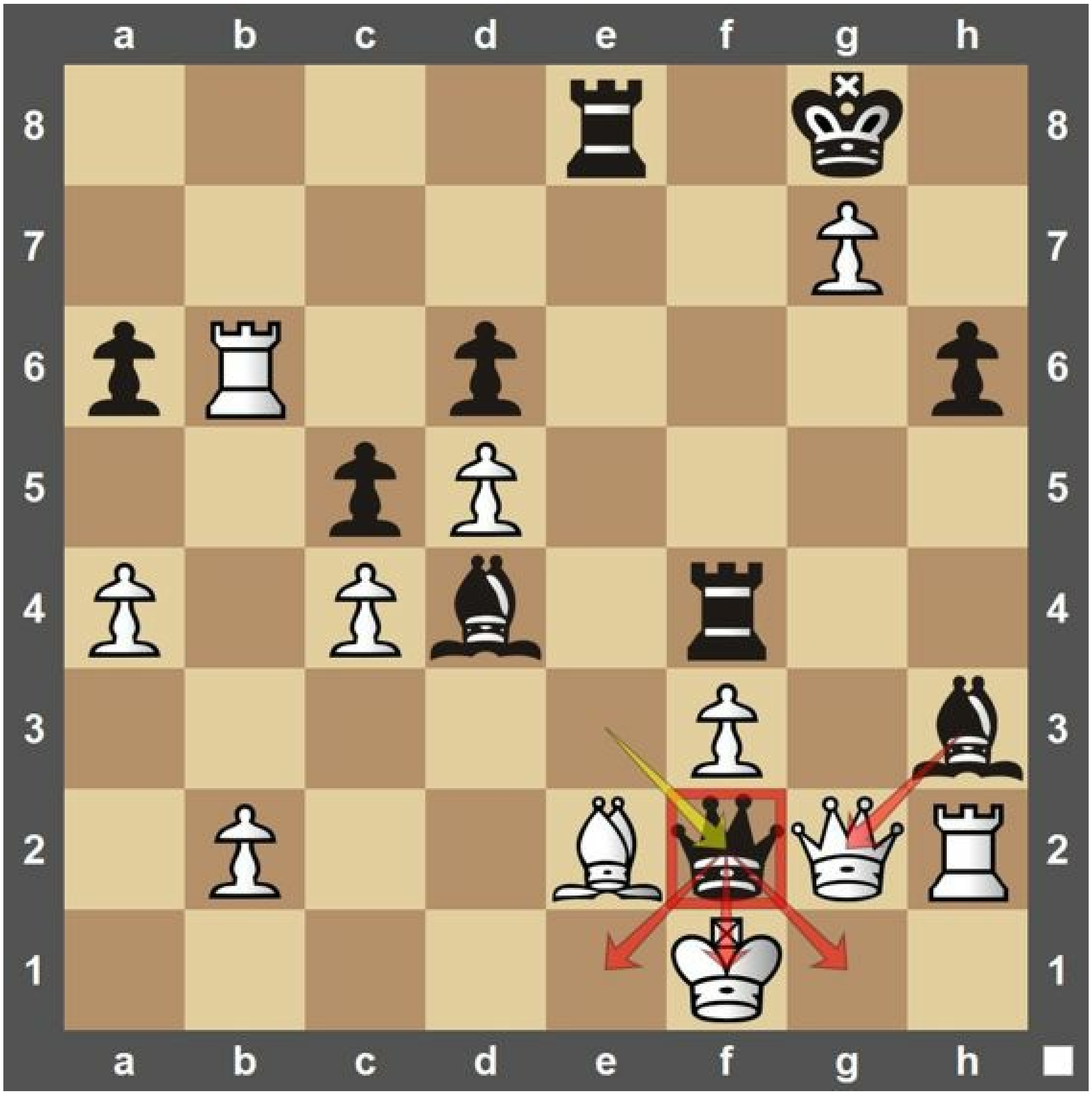
111: **1...Bh3+** 2.Qxh3 [2.Rxh3 Qxe2#; 2.Rg2 Qxe2# (2...Qg1#) ; **2.Qg2** Qxe2# (**2...Qg1#**; 2...Qf2#) ; 2.Ke1 Qc1#] 2...Qg1#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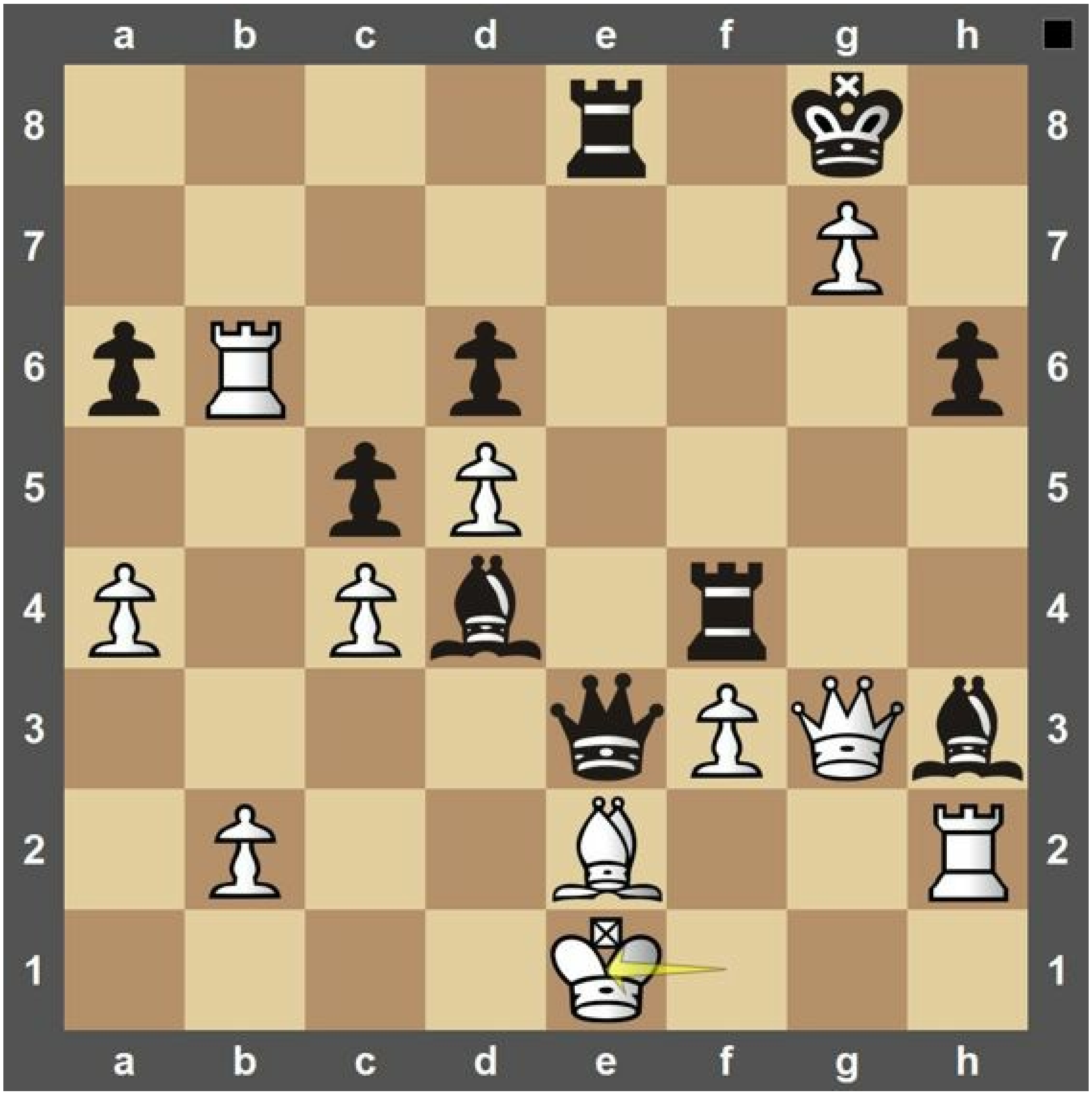
111: **1...Bh3+** 2.Qxh3 [2.Rxh3 Qxe2#; 2.Rg2 Qxe2# (2...Qg1#) ; **2.Qg2** Qxe2# (2...Qg1#; **2...Qf2#**) ; 2.Ke1 Qc1#] 2...Qg1#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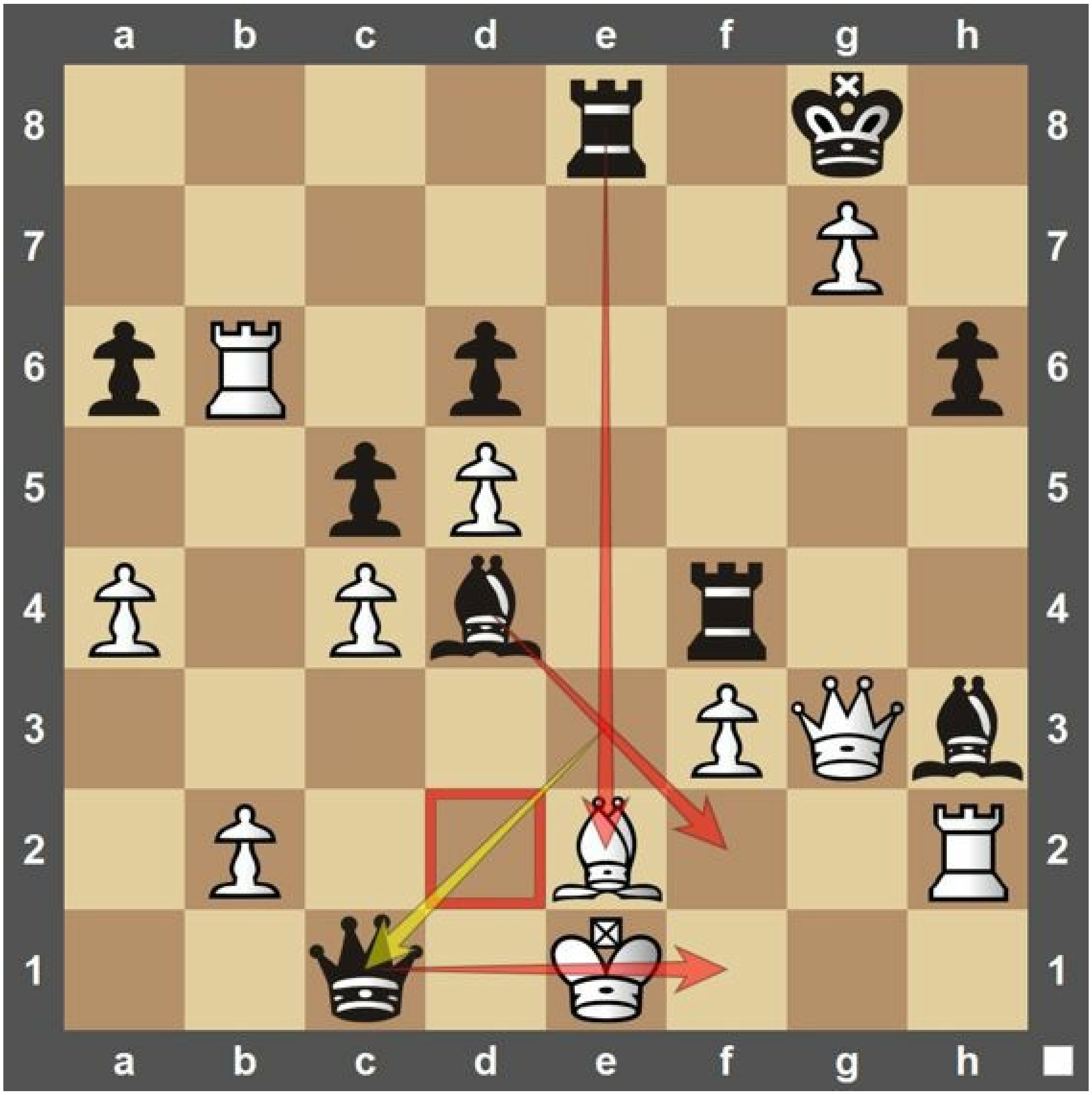
111: **1...Bh3+** 2.Qxh3 [2.Rxh3 Qxe2#; 2.Rg2 Qxe2# (2...Qg1#) ; 2.Qg2 Qxe2# (2...Qg1#; 2...Qf2#) ; **2.Ke1** Qc1#] 2...Qg1#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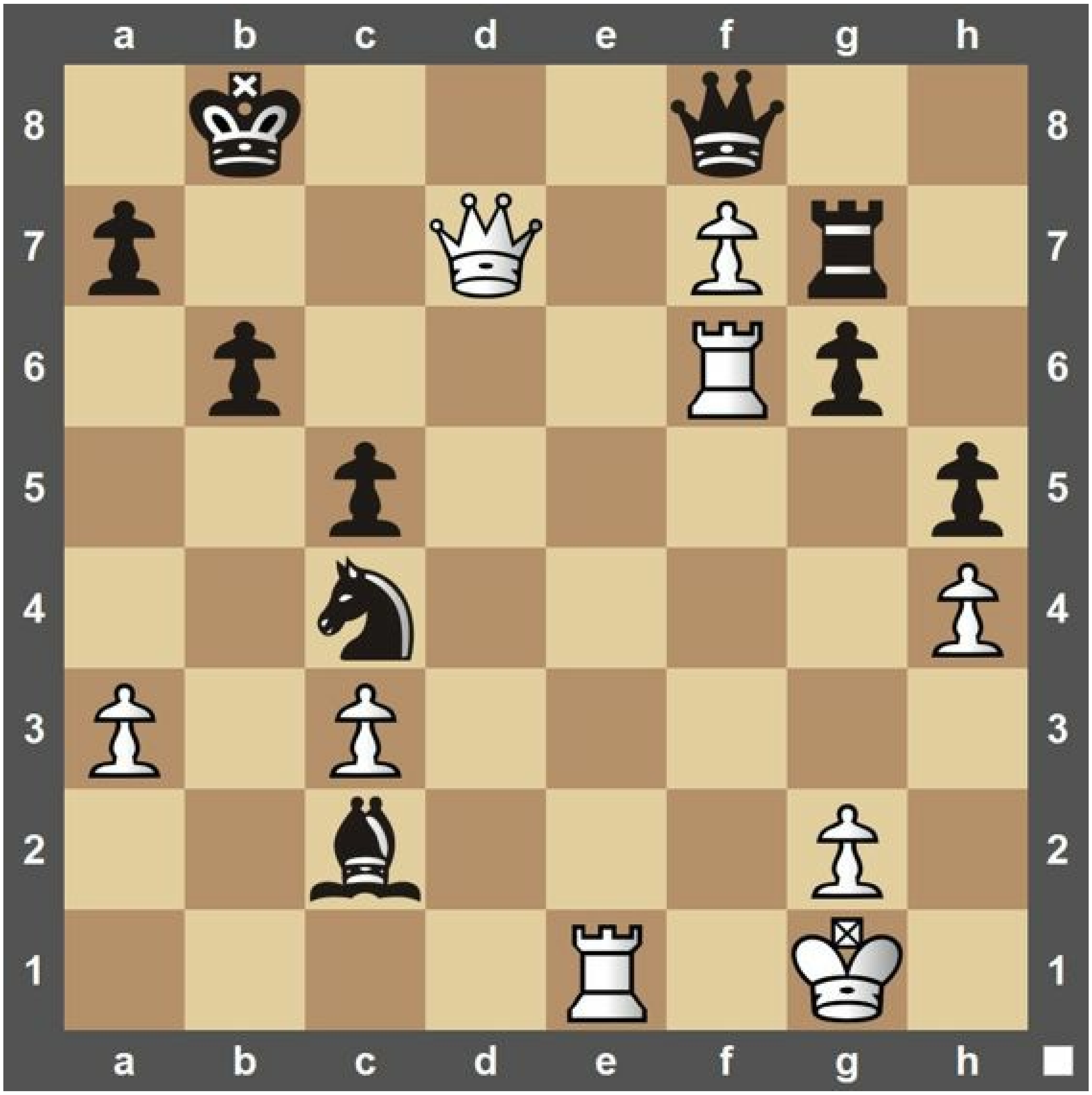
111: **1...Bh3+** 2.Qxh3 [2.Rxh3 Qxe2#; 2.Rg2 Qxe2# (2...Qg1#) ; 2.Qg2 Qxe2# (2...Qg1#; 2...Qf2#) ; **2.Ke1 Qc1#**] 2...Qg1#

Problems Only

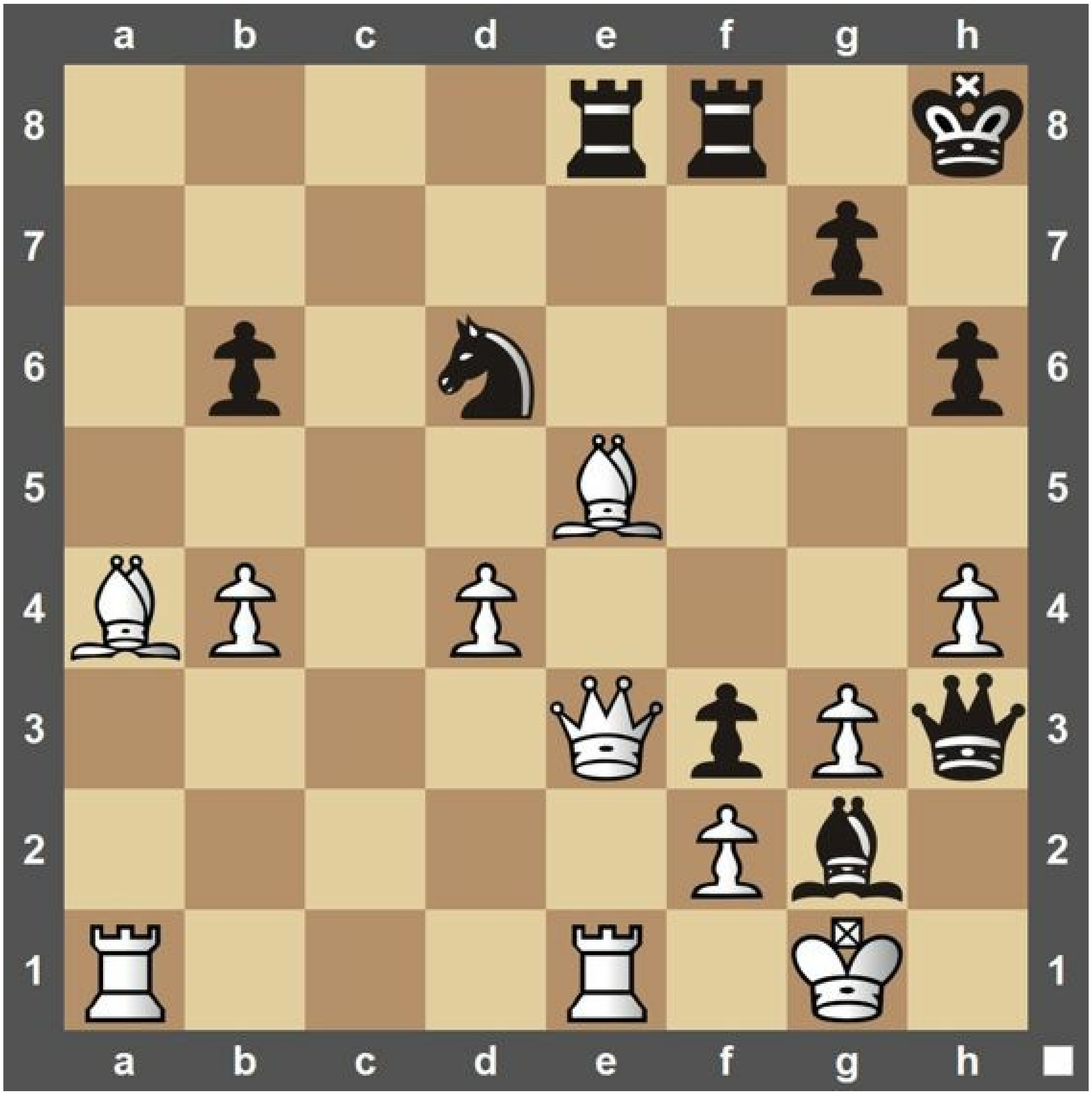
In this section the problems are provided without the answers. When you work through this problem set do not click on the Answers link. The purpose of the Answers link is to provide a convenient way to move back and forth between a specific problem and its answer when you are checking your work. If you click on this link, you will be taken to the Answers Only page and will see the answer associated with the problem you are working on, and a number of answers to other problems.

You should do 10 to 30 problems at a time. Write down the answers so that you can check them against the Answers Only section. I recommend that you time yourself for this section, so get your chess clock or stopwatch and set it up now. Get paper and pencil to record your moves. When you are ready, start the clock and flip the page. Try to do at least 10 problems in less than 10 minutes.



1: White to move.

[Answers]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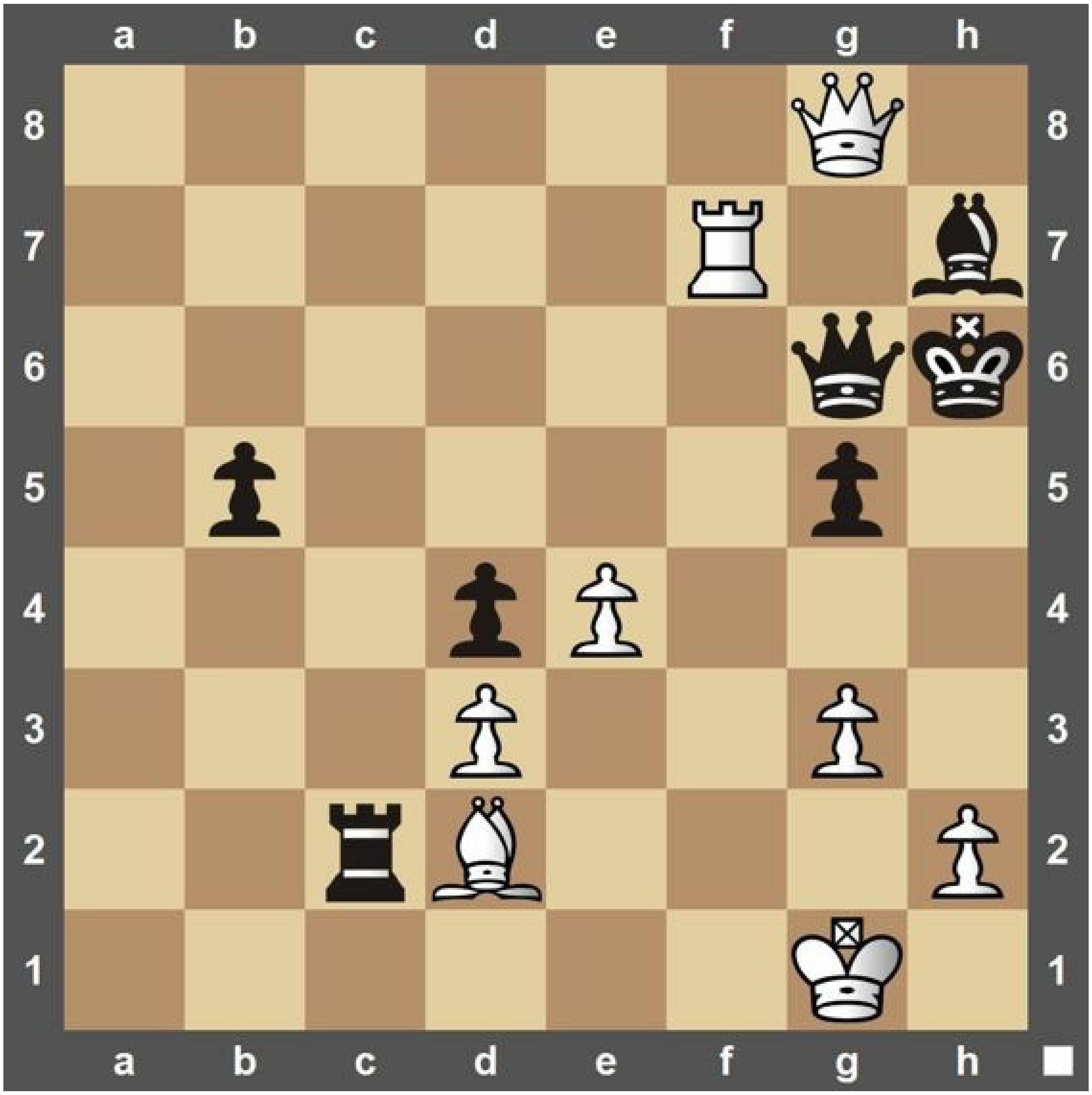
2: White to move.

[Answers]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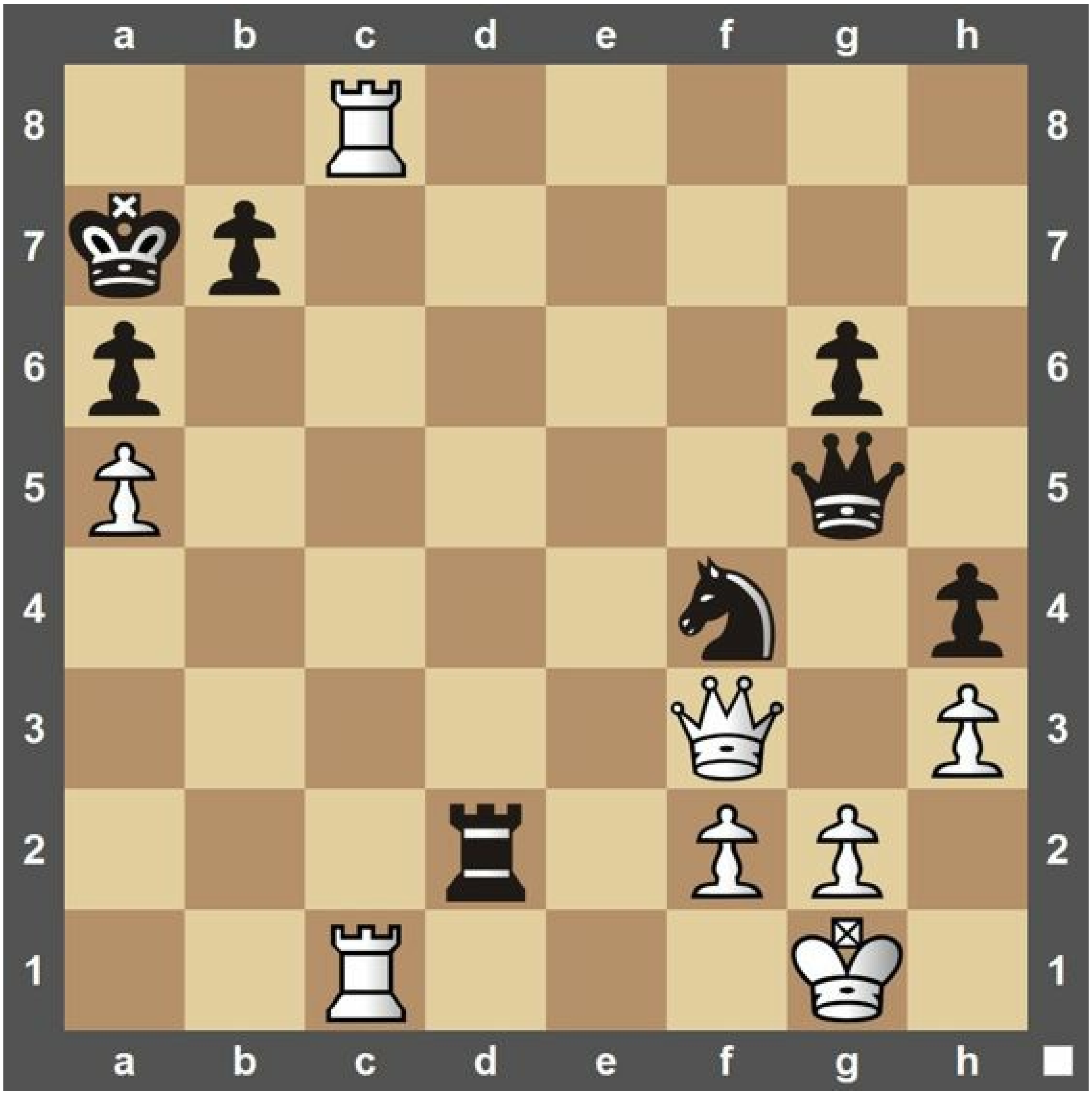
3: White to move.

[Answers]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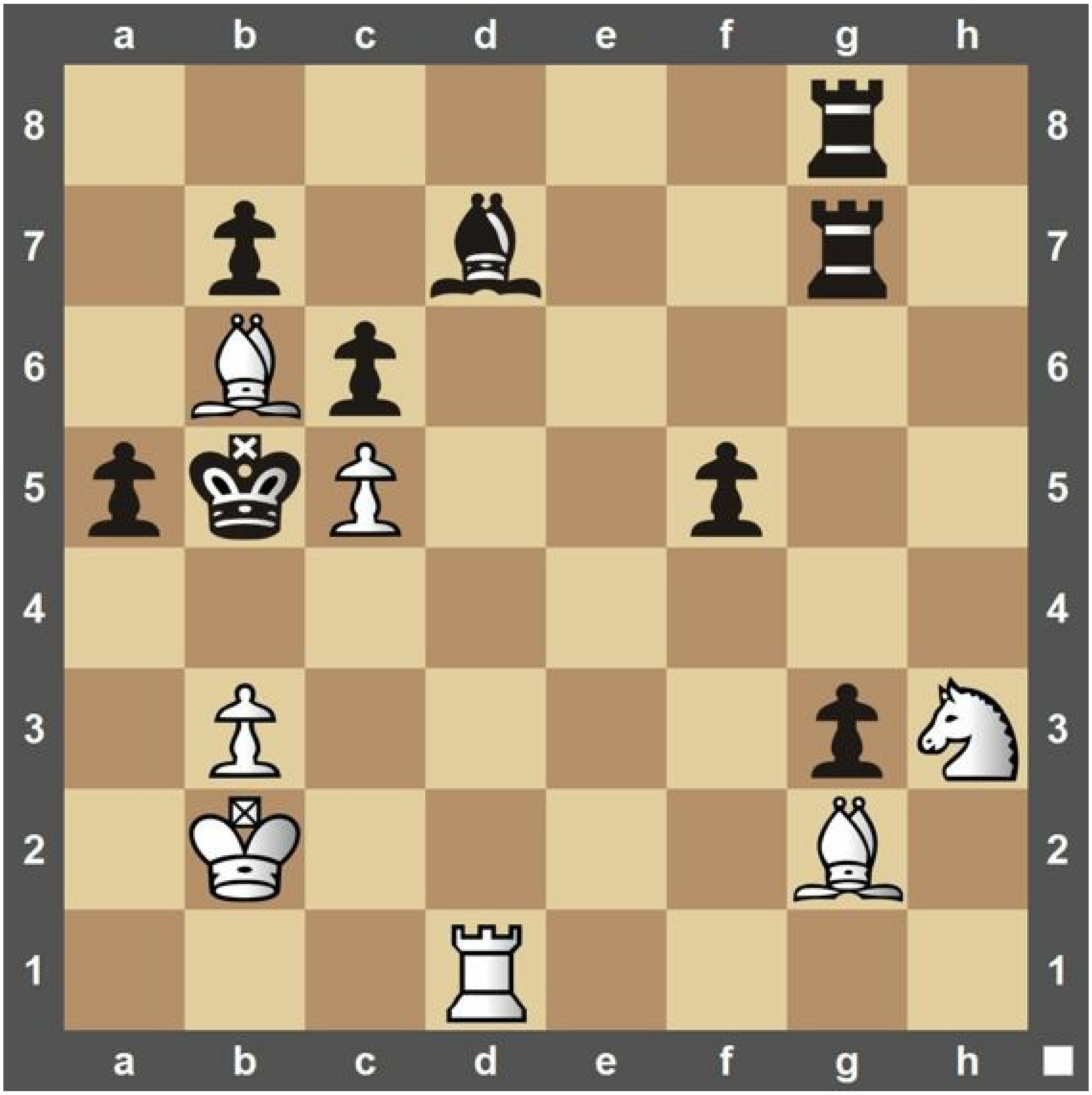
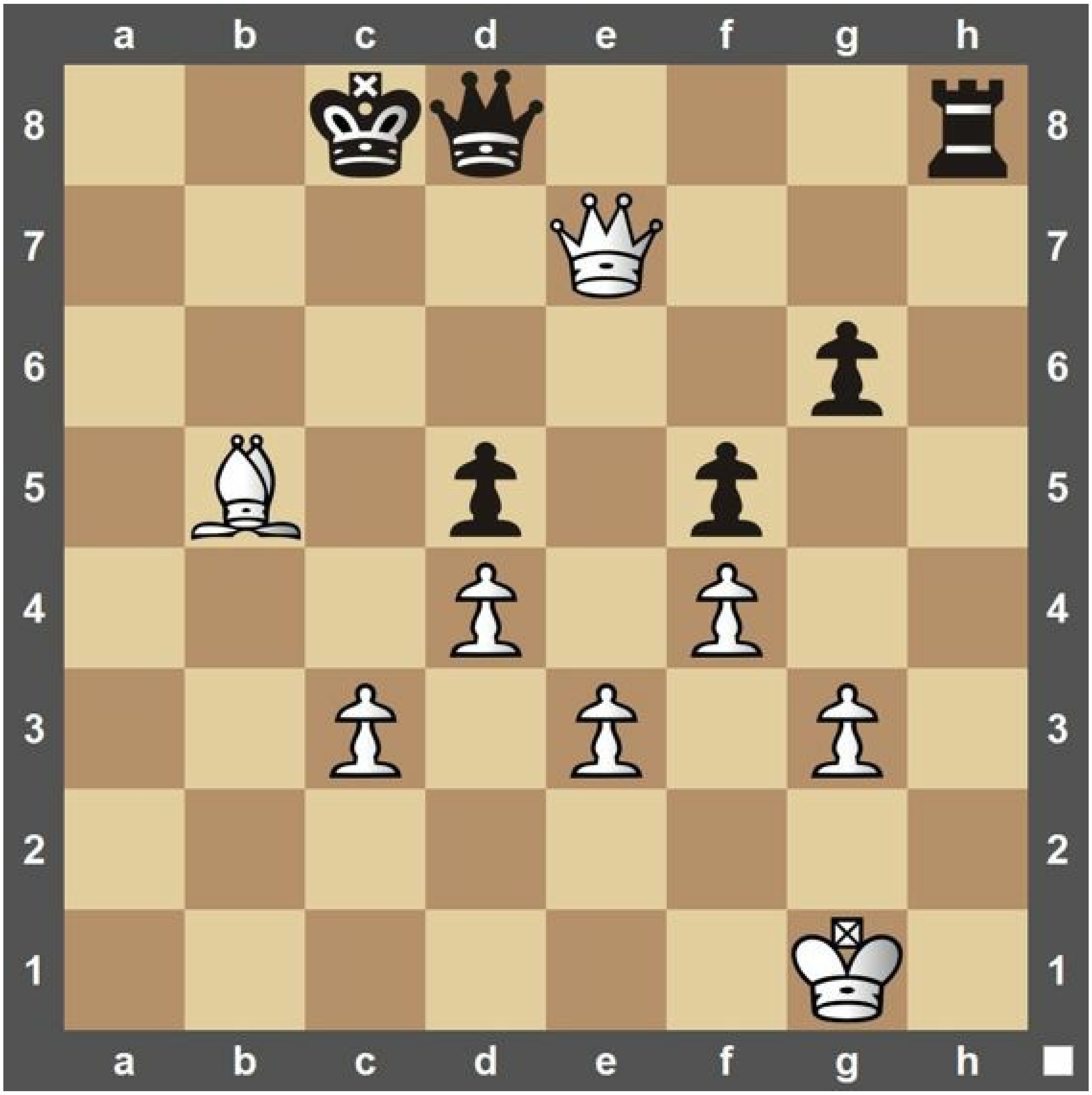
4: White to move.

[Answers]



5: White to move.

[Answers]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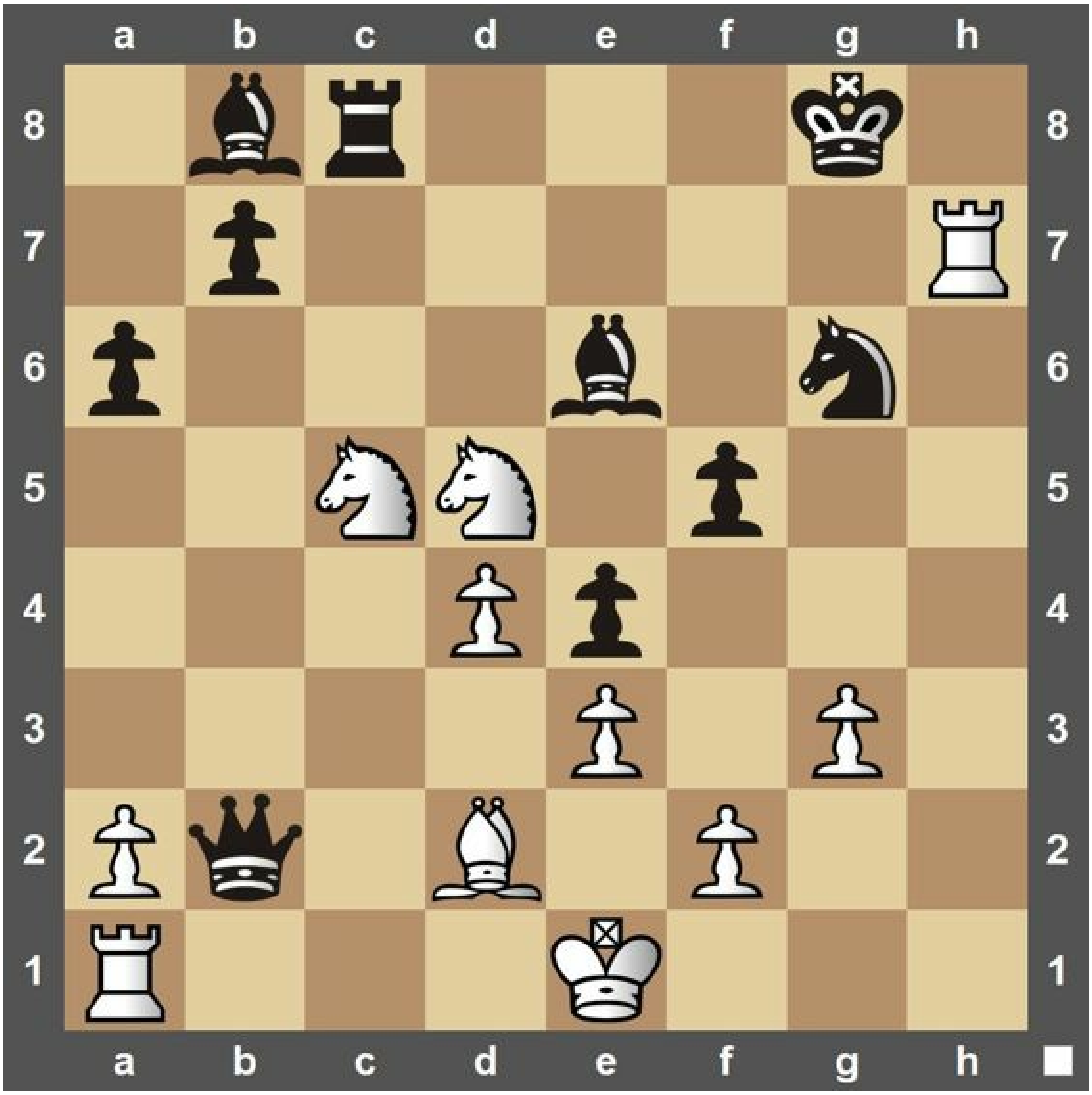
6: White to move.

[Answers]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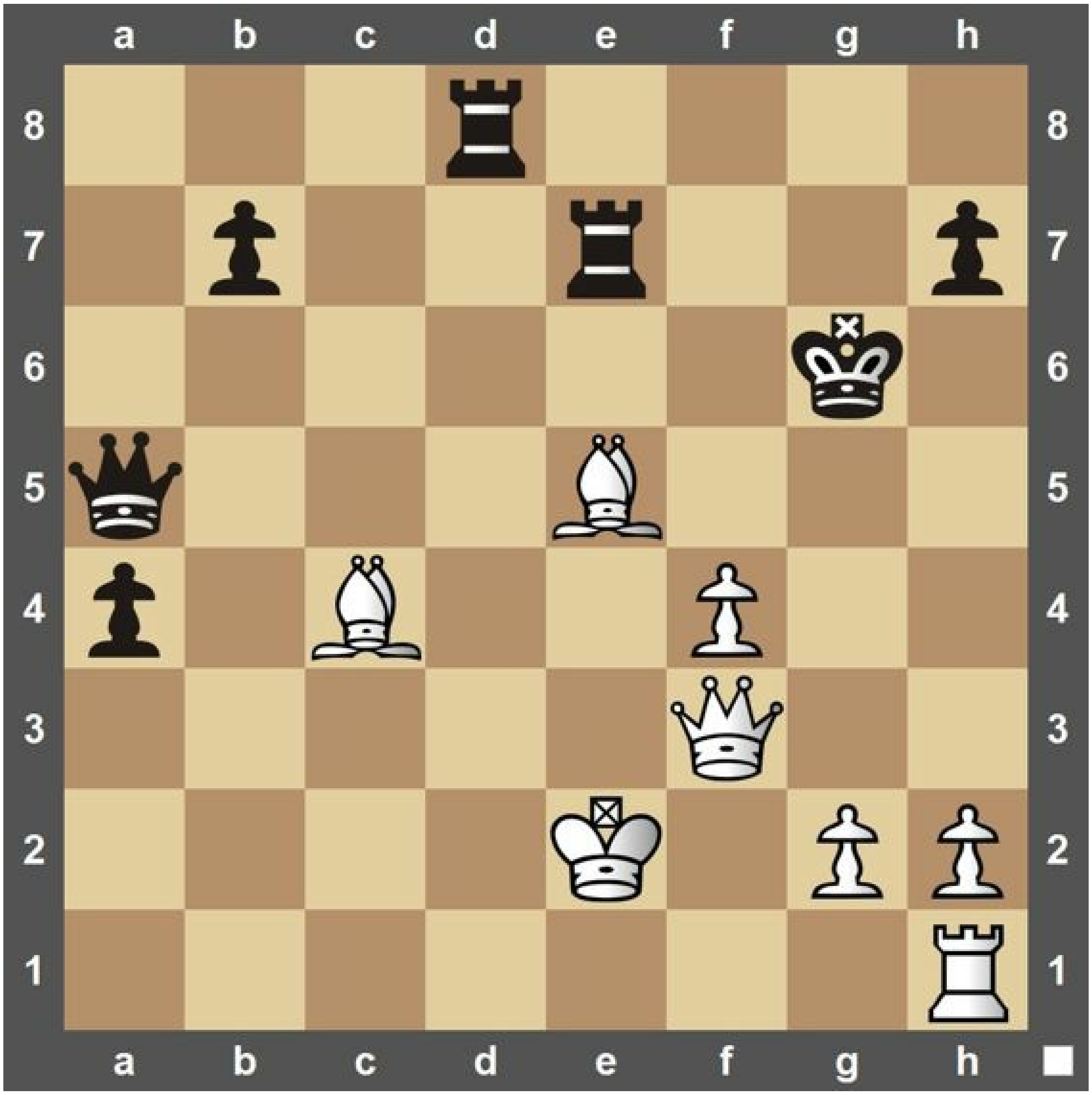
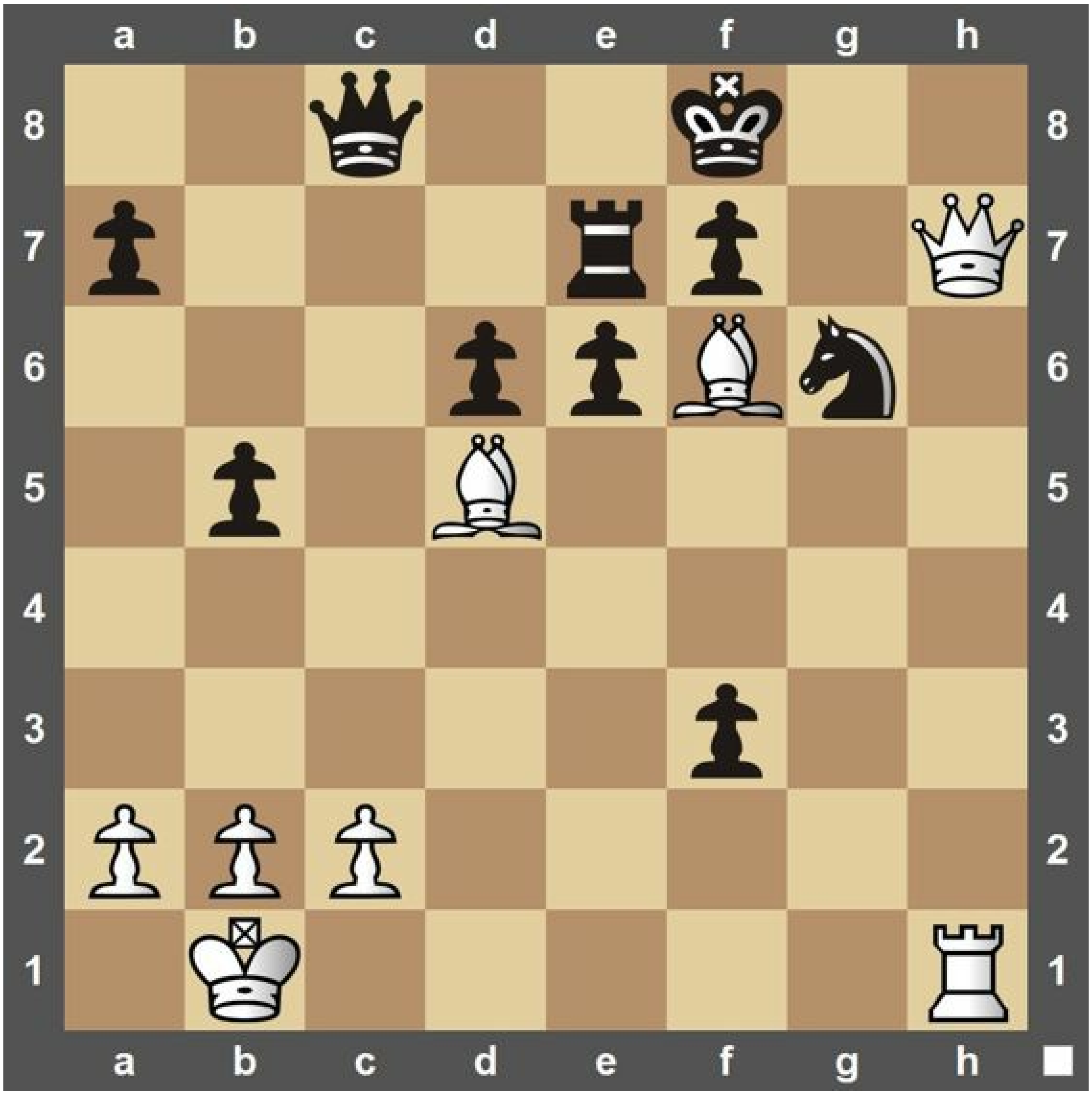
7: White to move.

[Answers]



8: White to move.

[Answers]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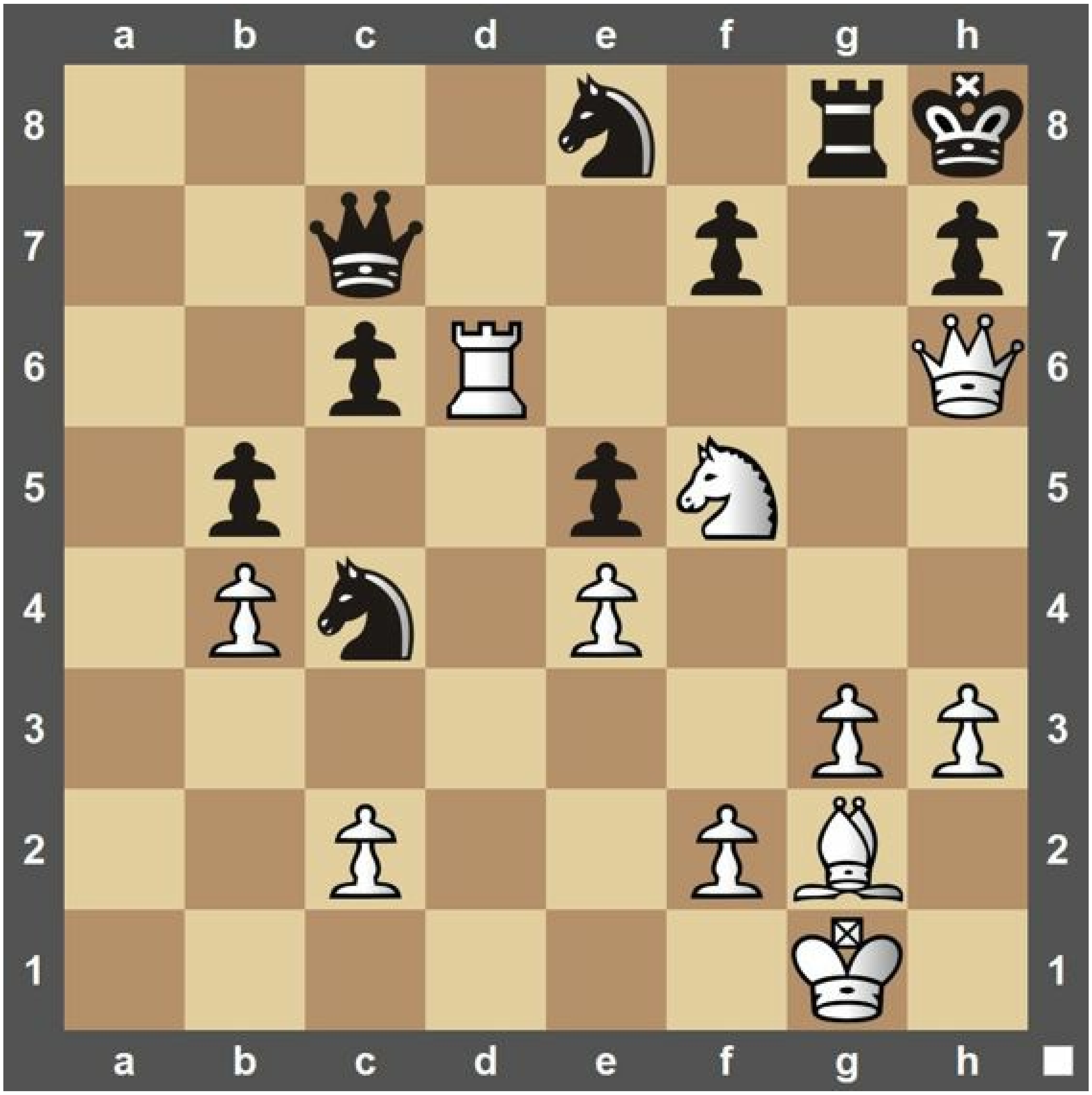
9: White to move.

[Answers]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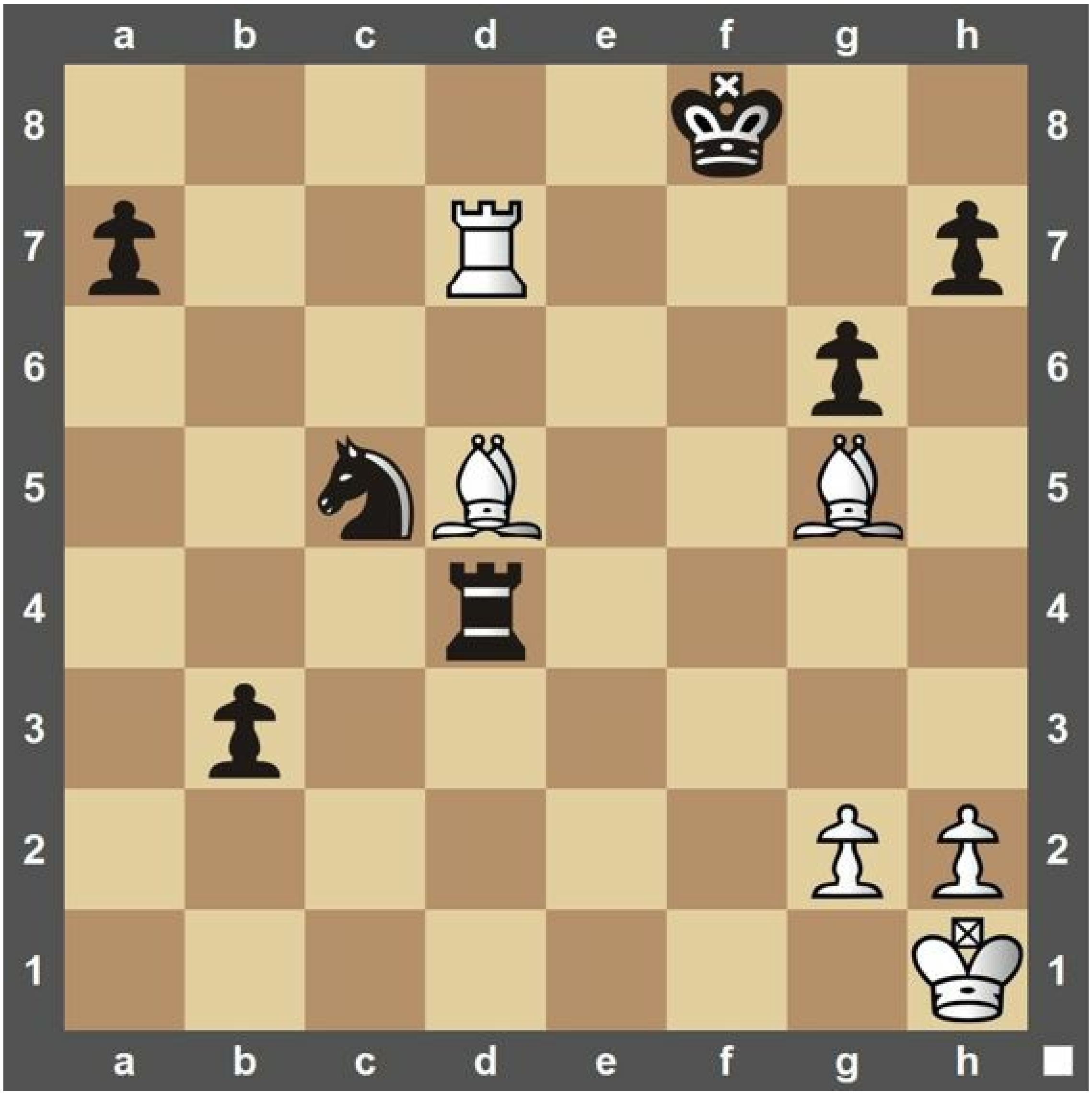
10: White to move.

[Answers]



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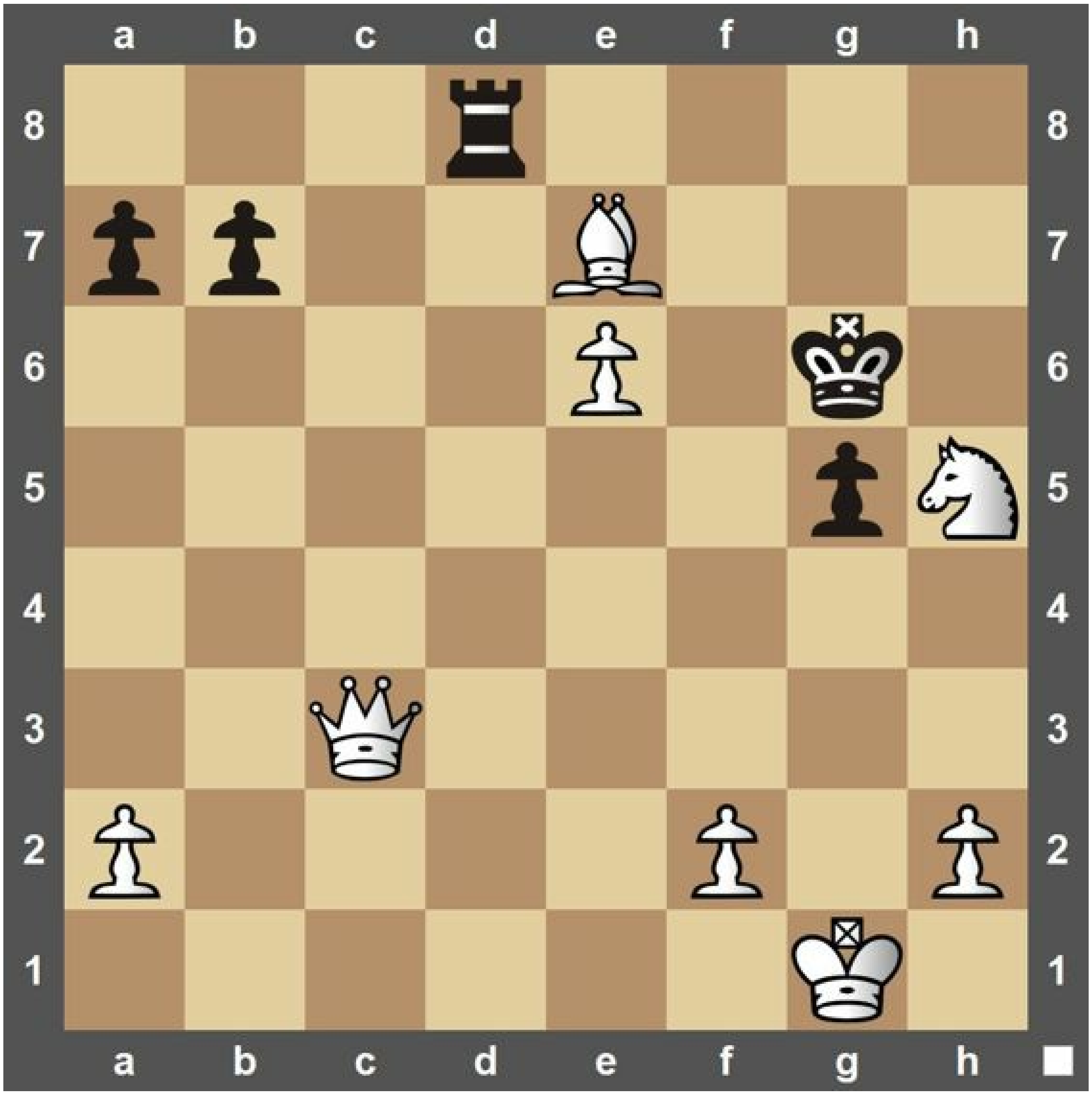
11: White to move.

[Answers]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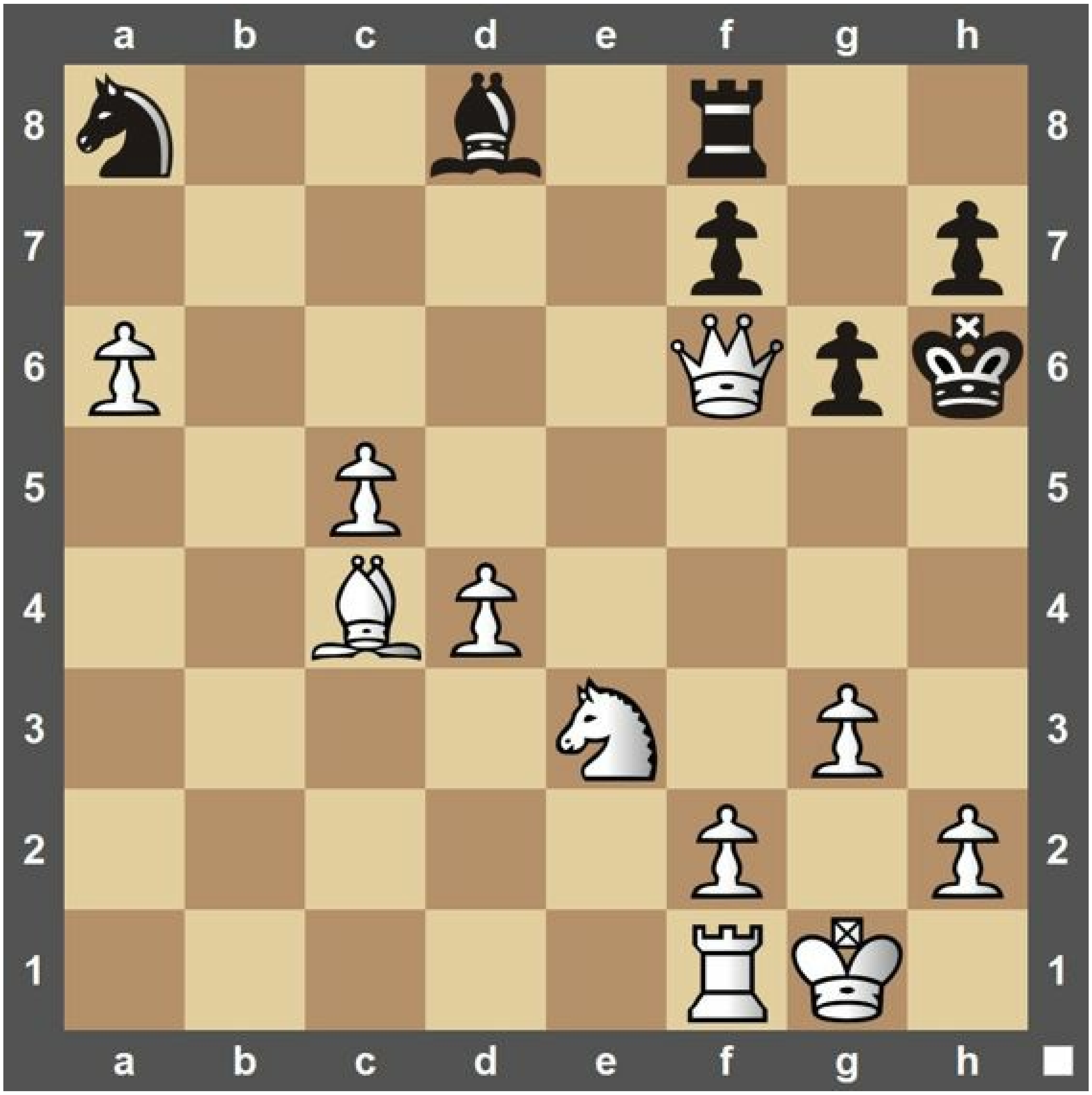
12: White to move.

[Answers]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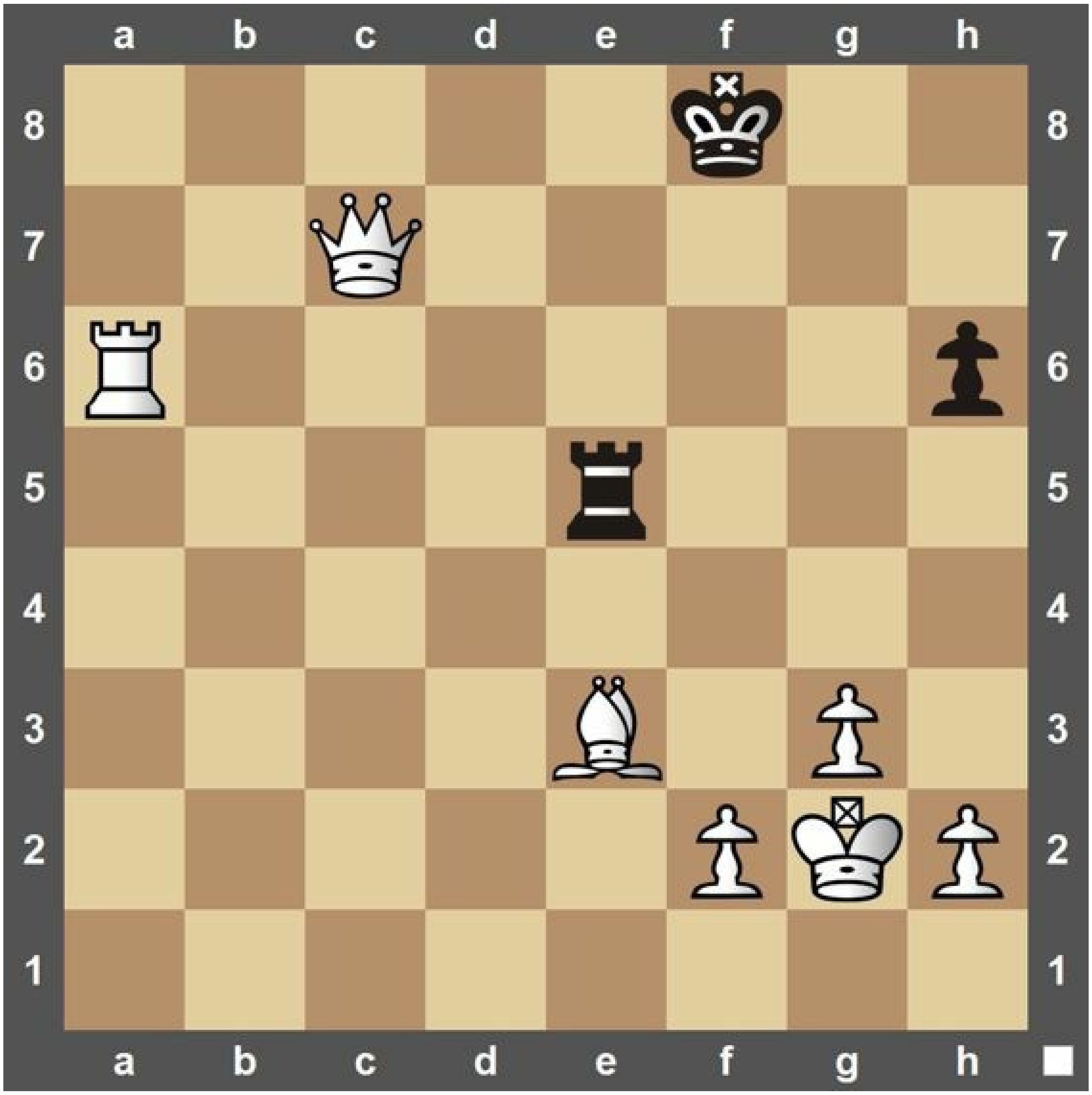
13: White to move.

[Answers]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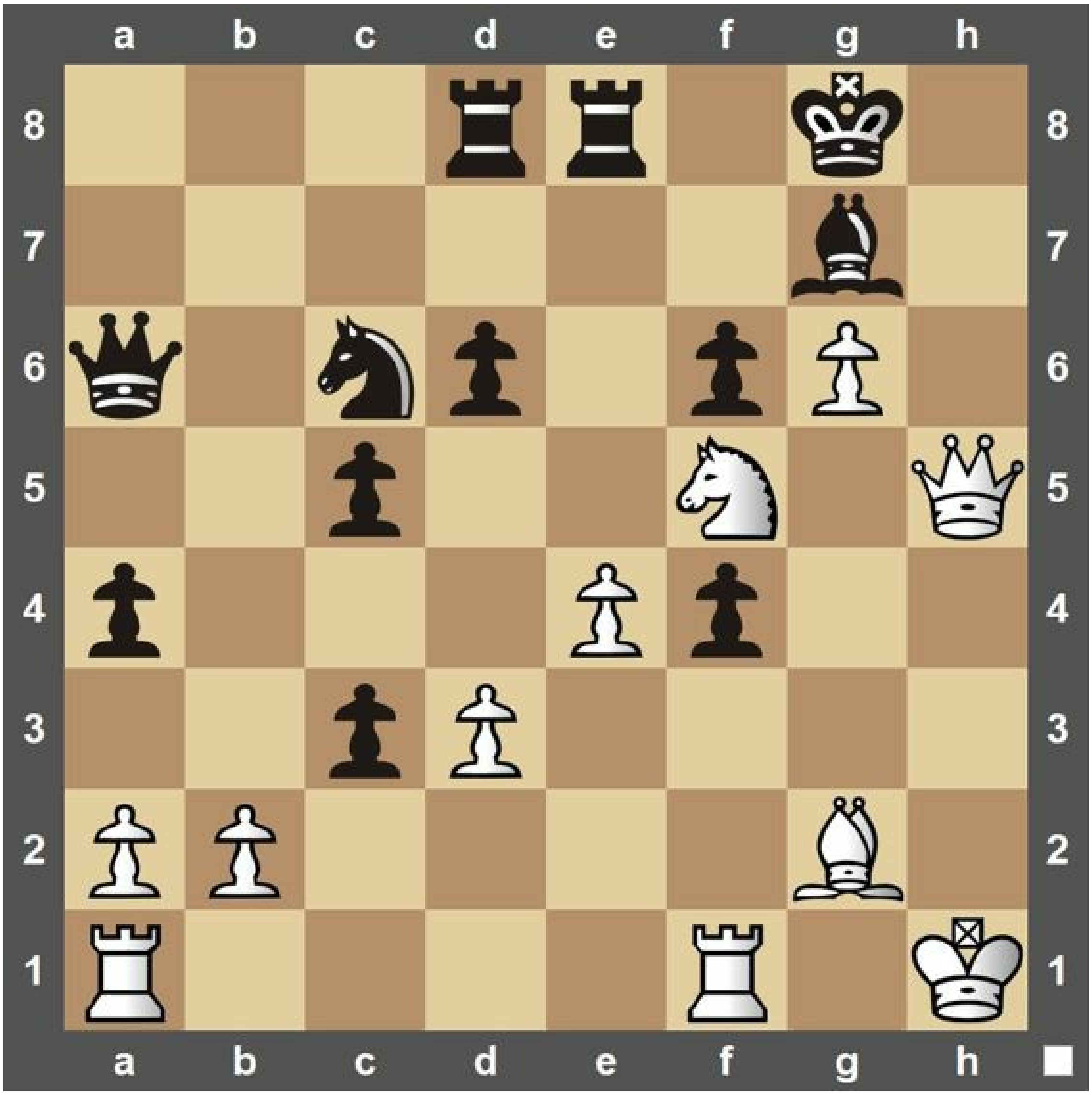
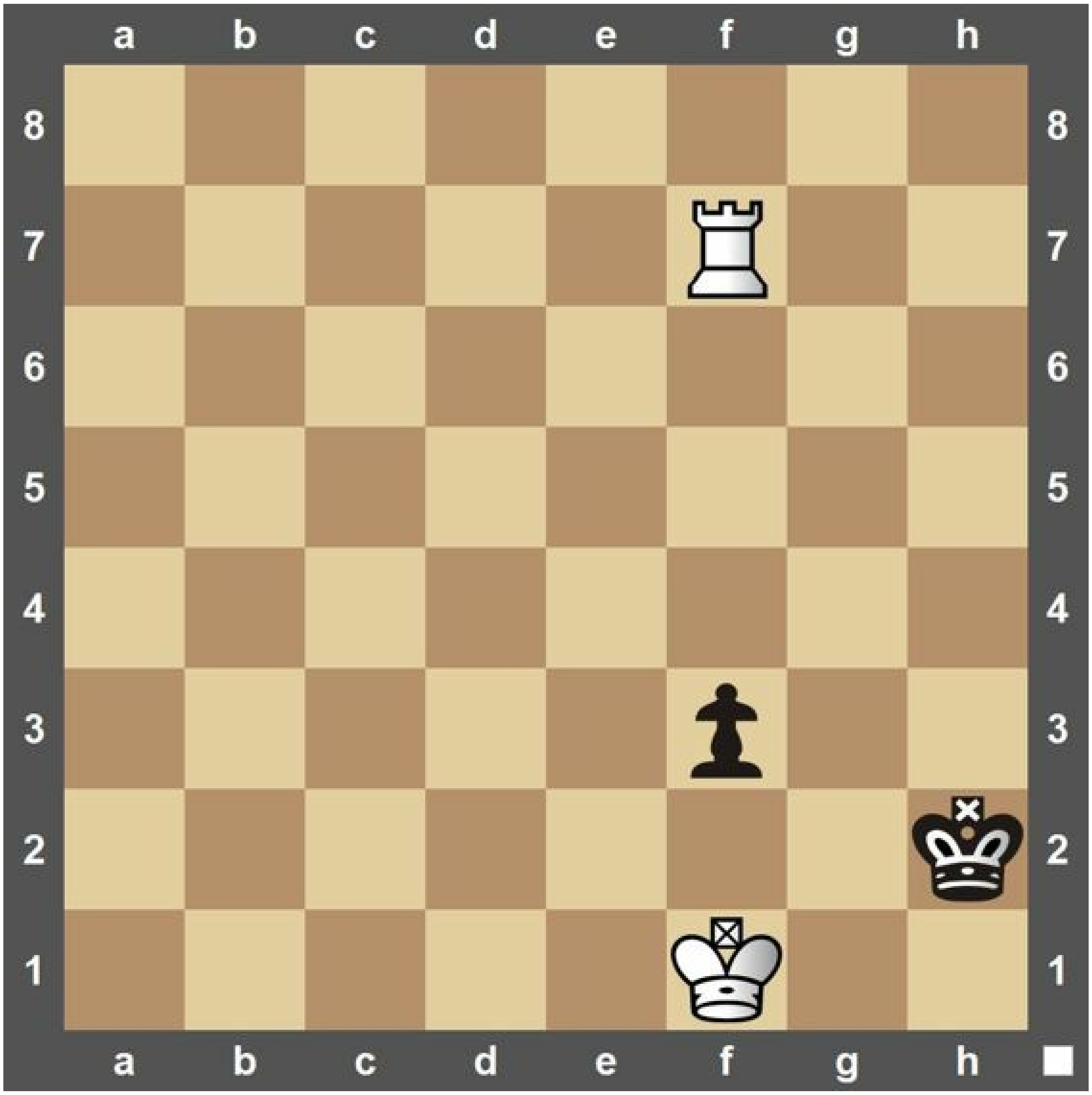
14: White to move.

[Answers]



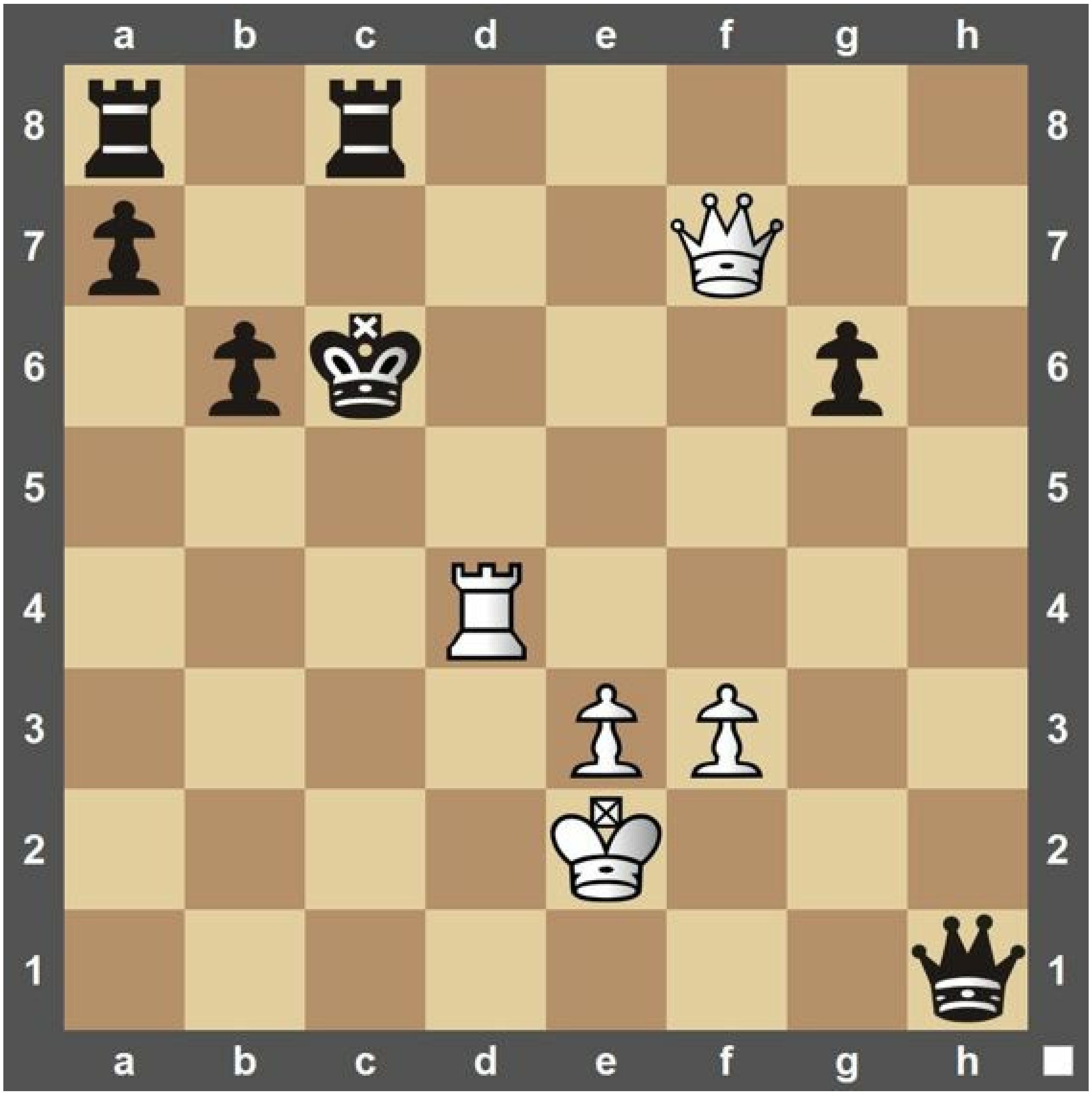
15: White to move.

[Answers]



16: White to move.

[Answers]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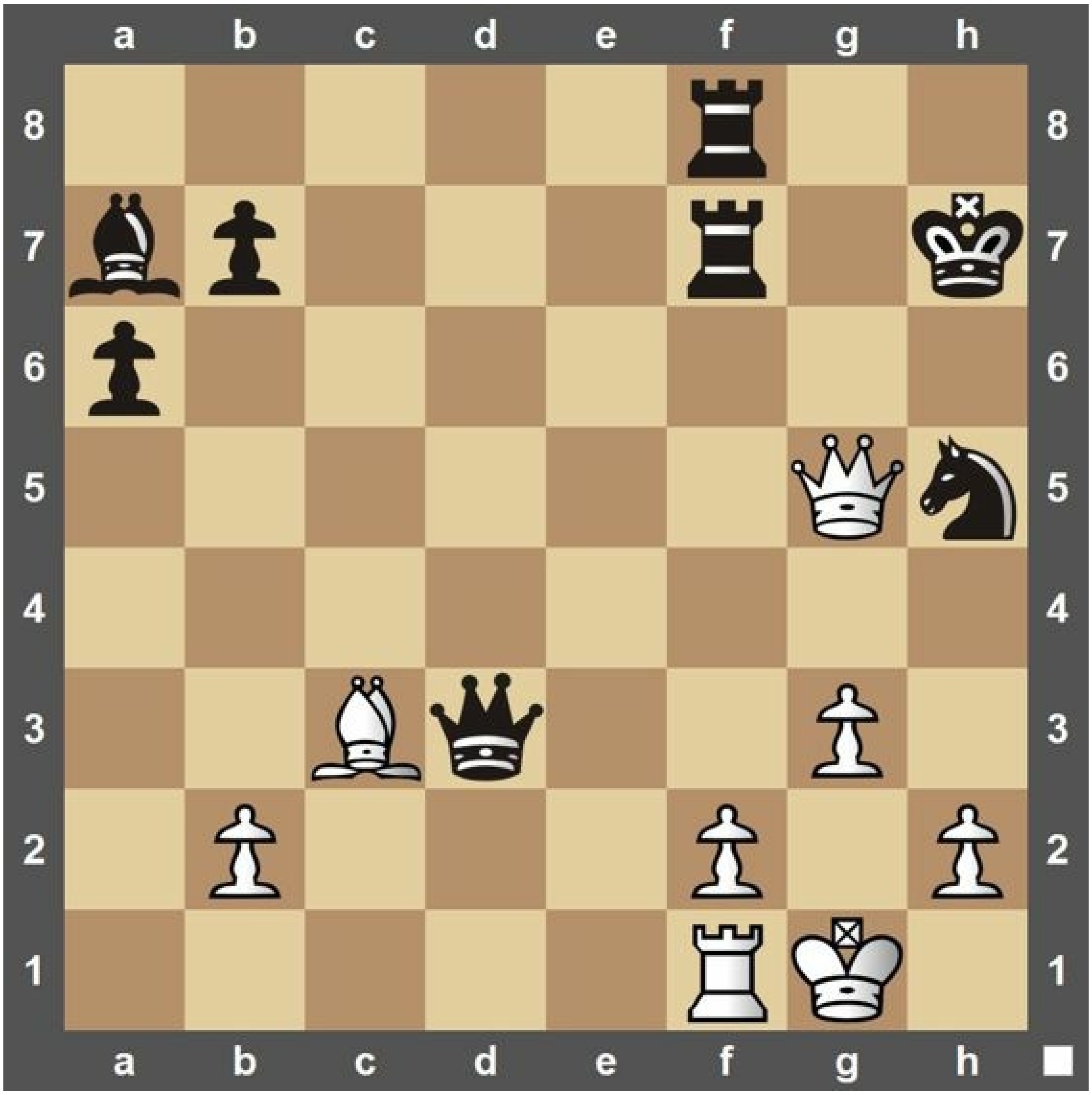
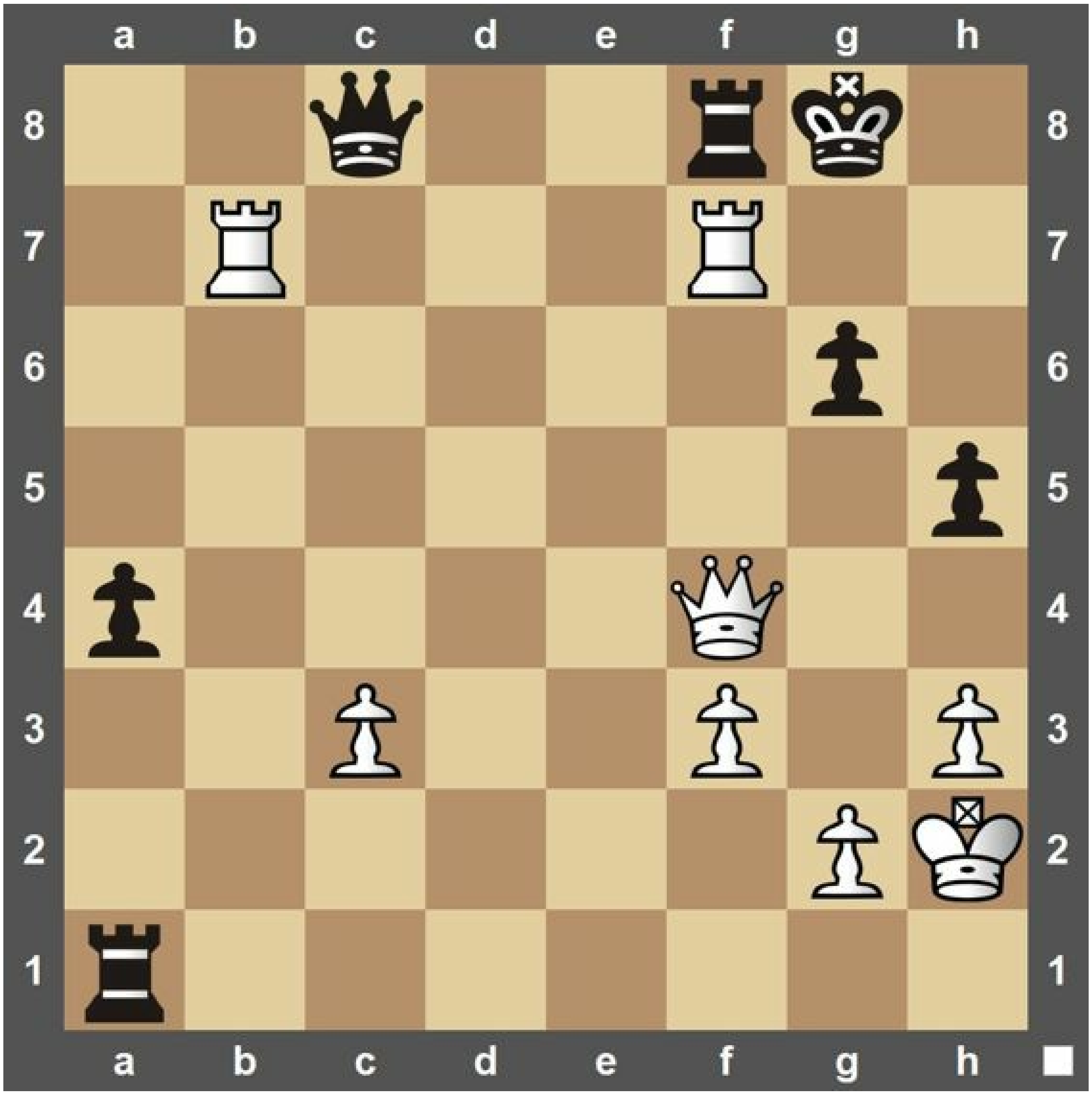
17: White to move.

[Answers]



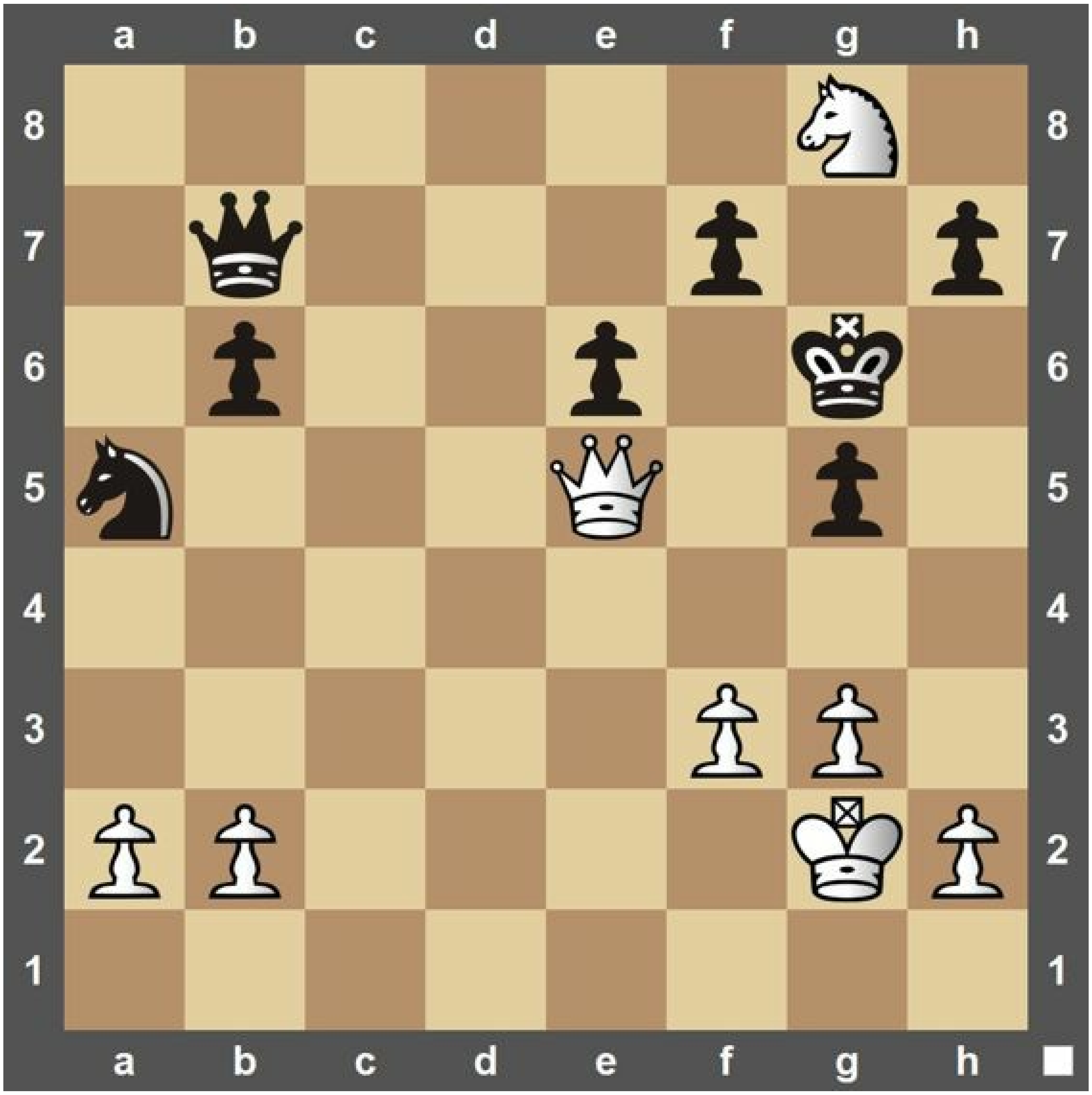
18: White to move.

[Answers]



19: White to move.

[Answers]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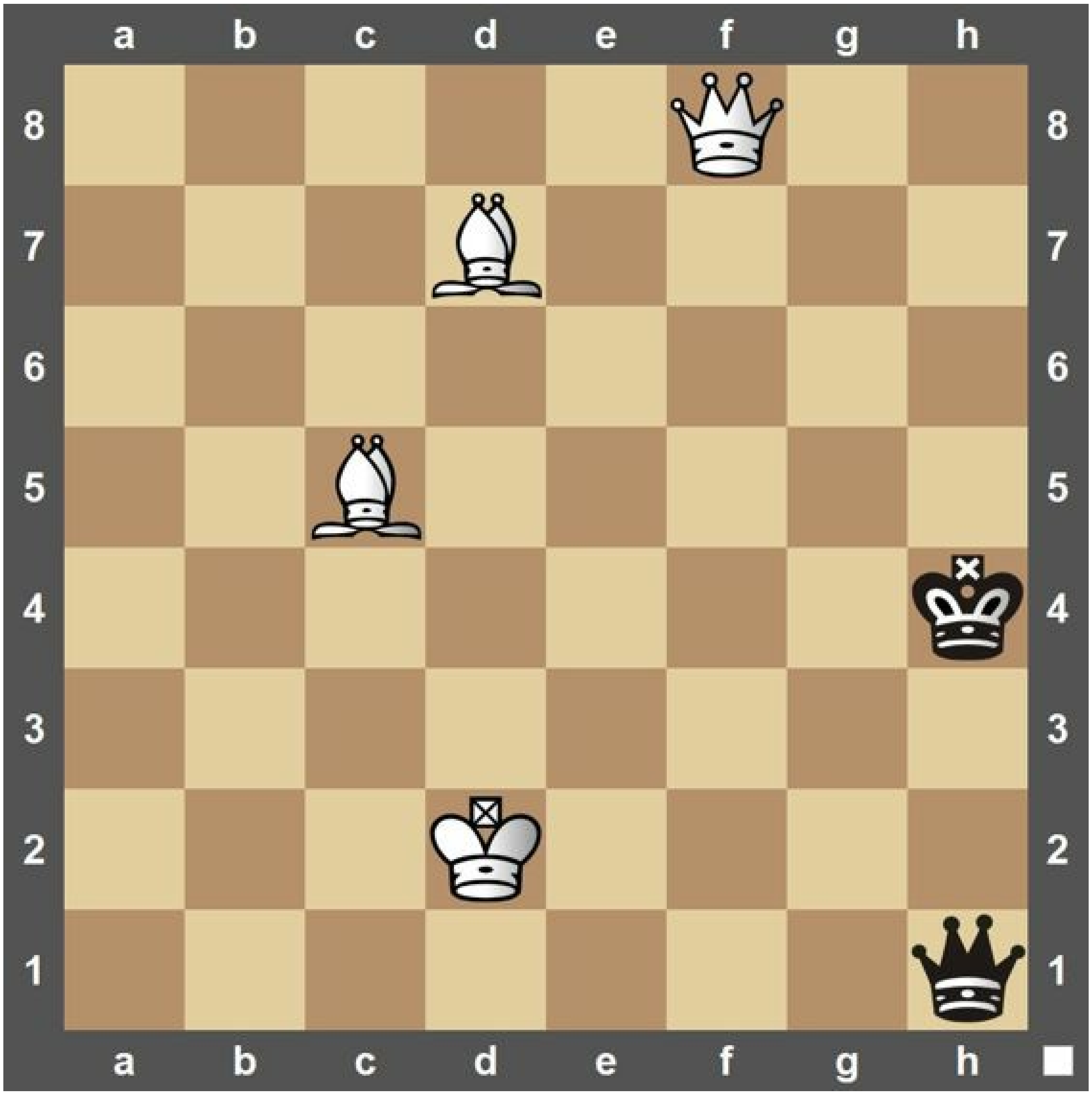
20: White to move.
[Answers]



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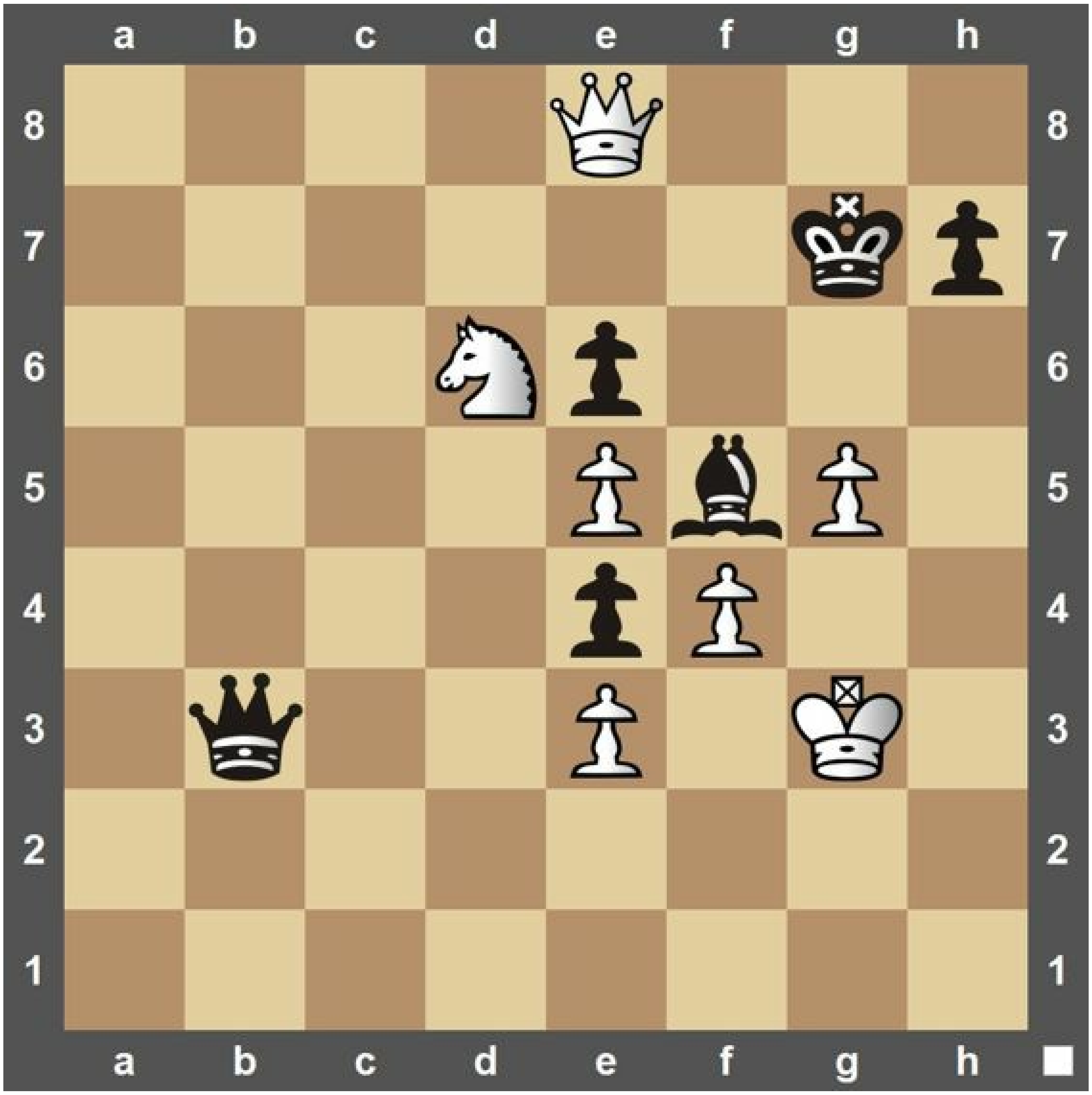
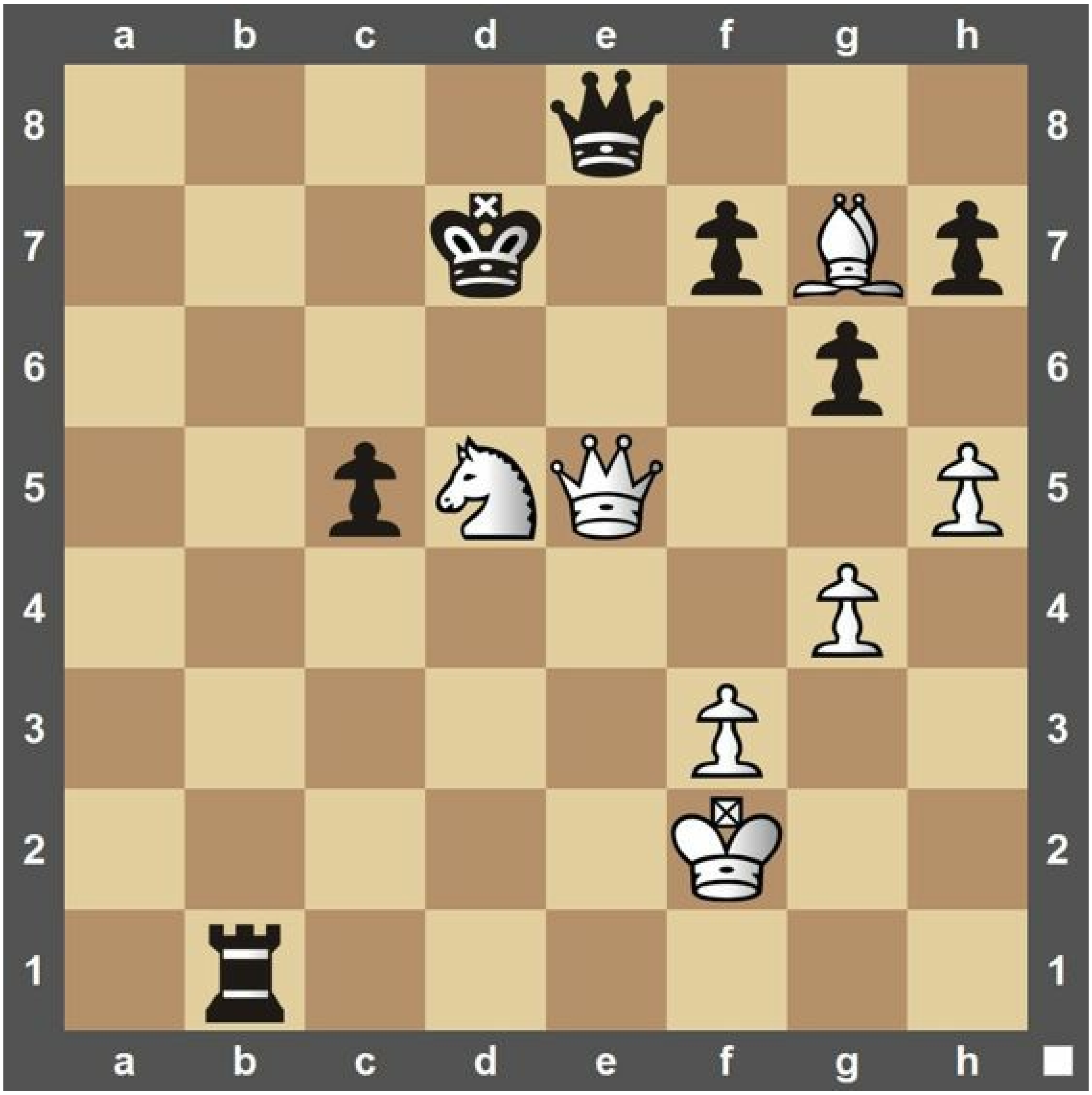
21: White to move.

[Answers]


a b c d e f g h
8 7 6 5 4 3 2 1

22: White to move.

[Answers]


a
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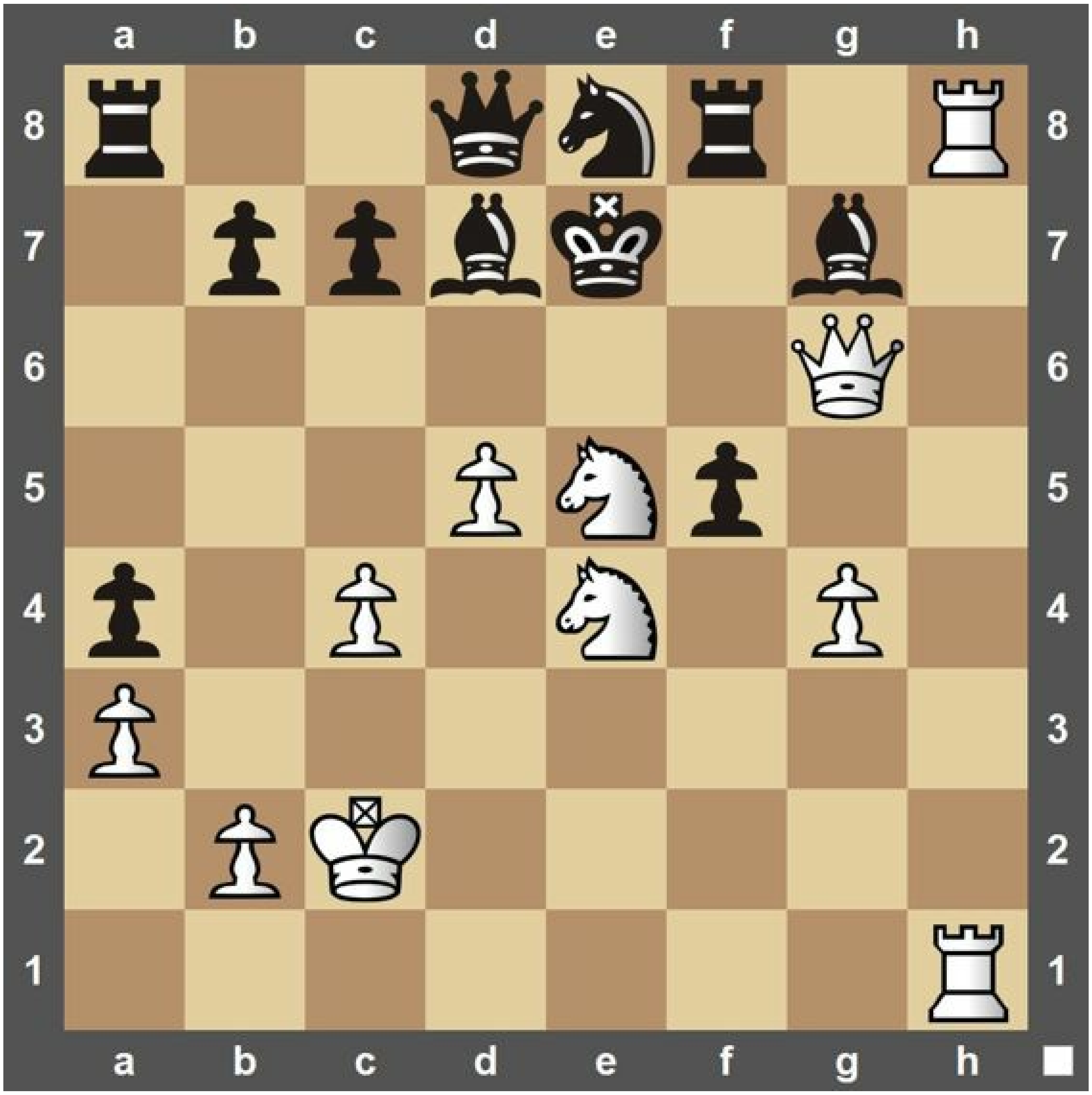
8
7
6
5
4
3
2
1

23: White to move.

[Answers]


a
b
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d
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f
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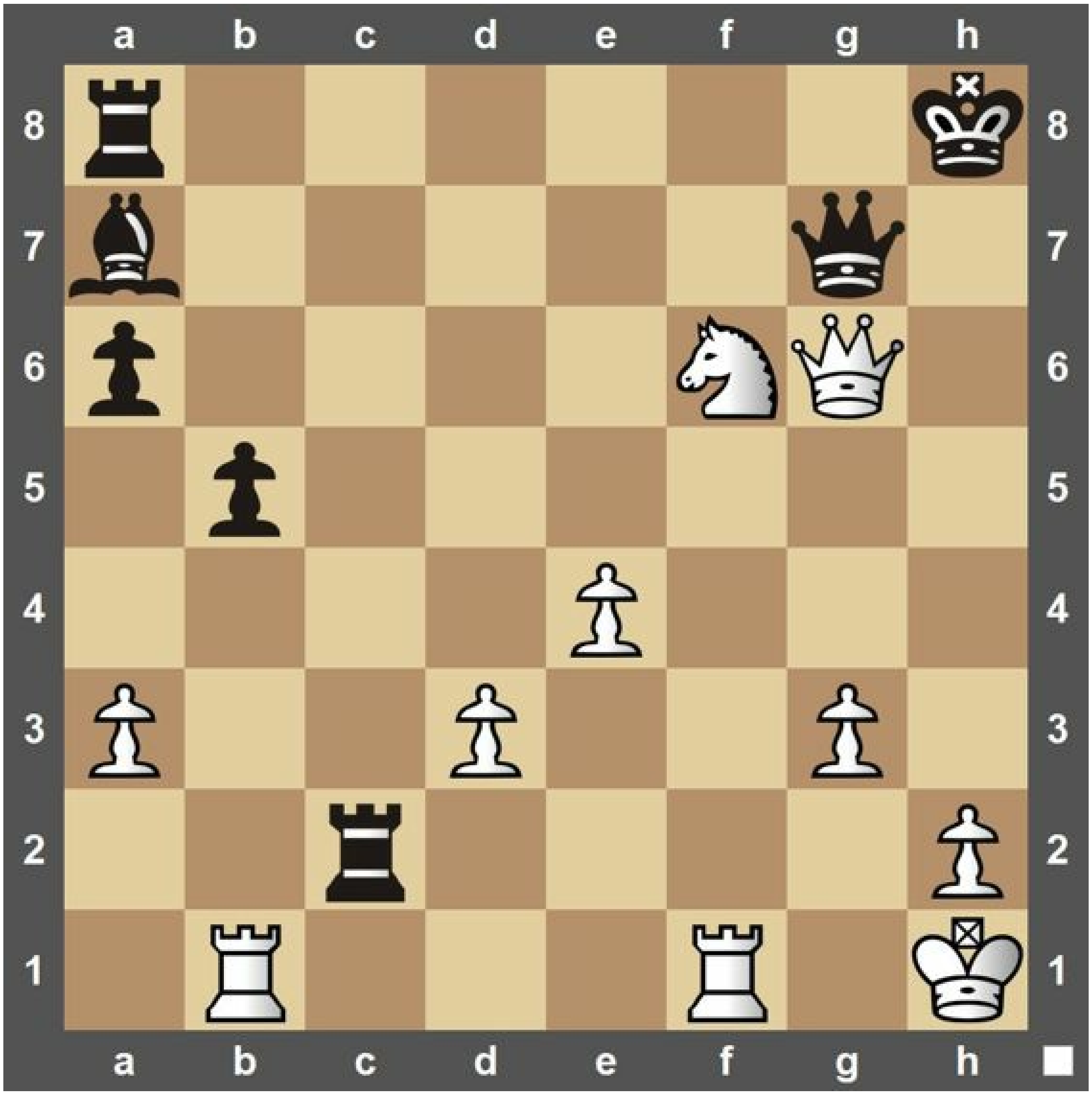
8
7
6
5
4
3
2
1

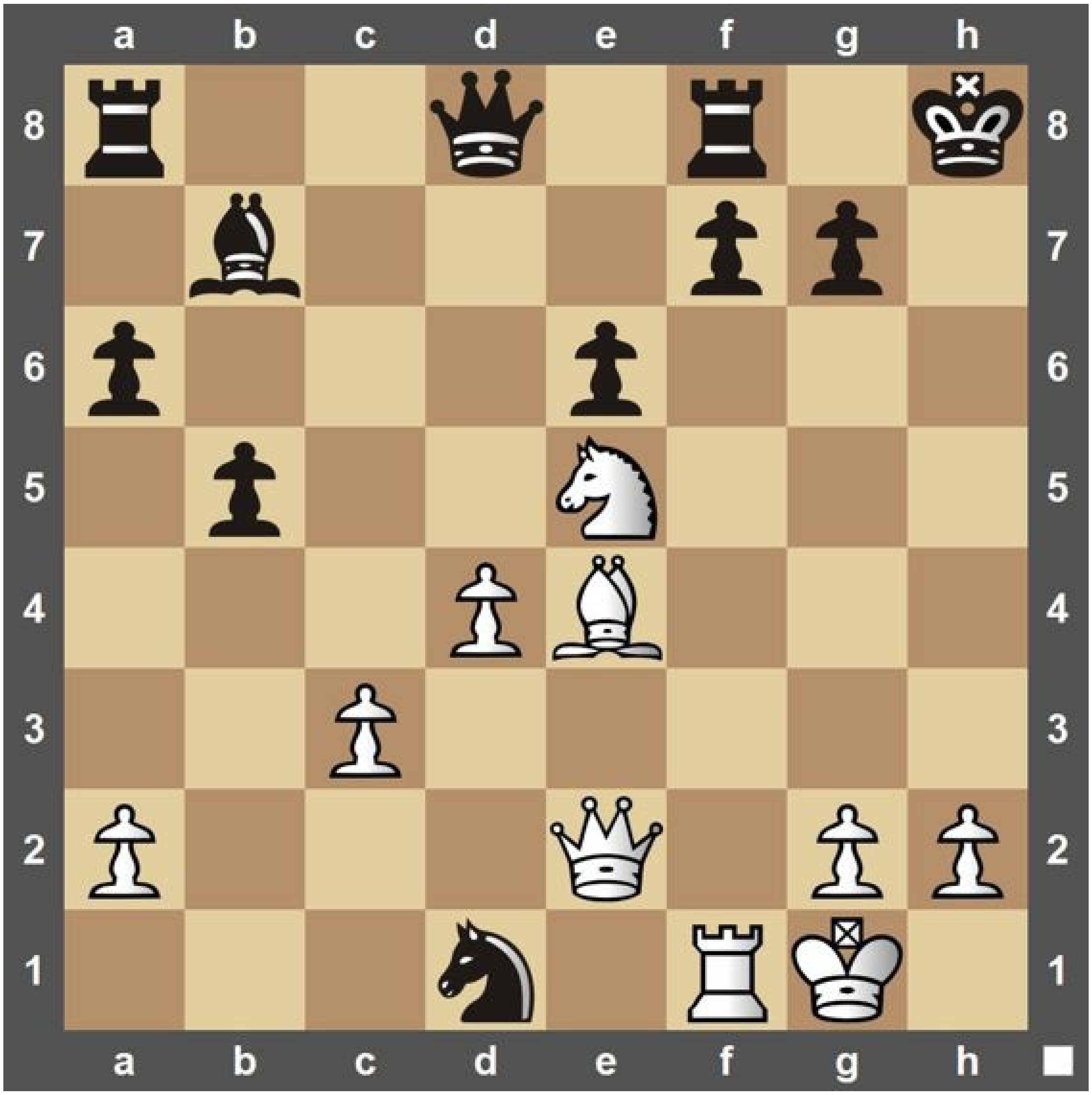
24: White to move.

[Answers]


a b c d e f g h
8 7 6 5 4 3 2 1

25: White to move.

[Answers]


a
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8
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6
5
4
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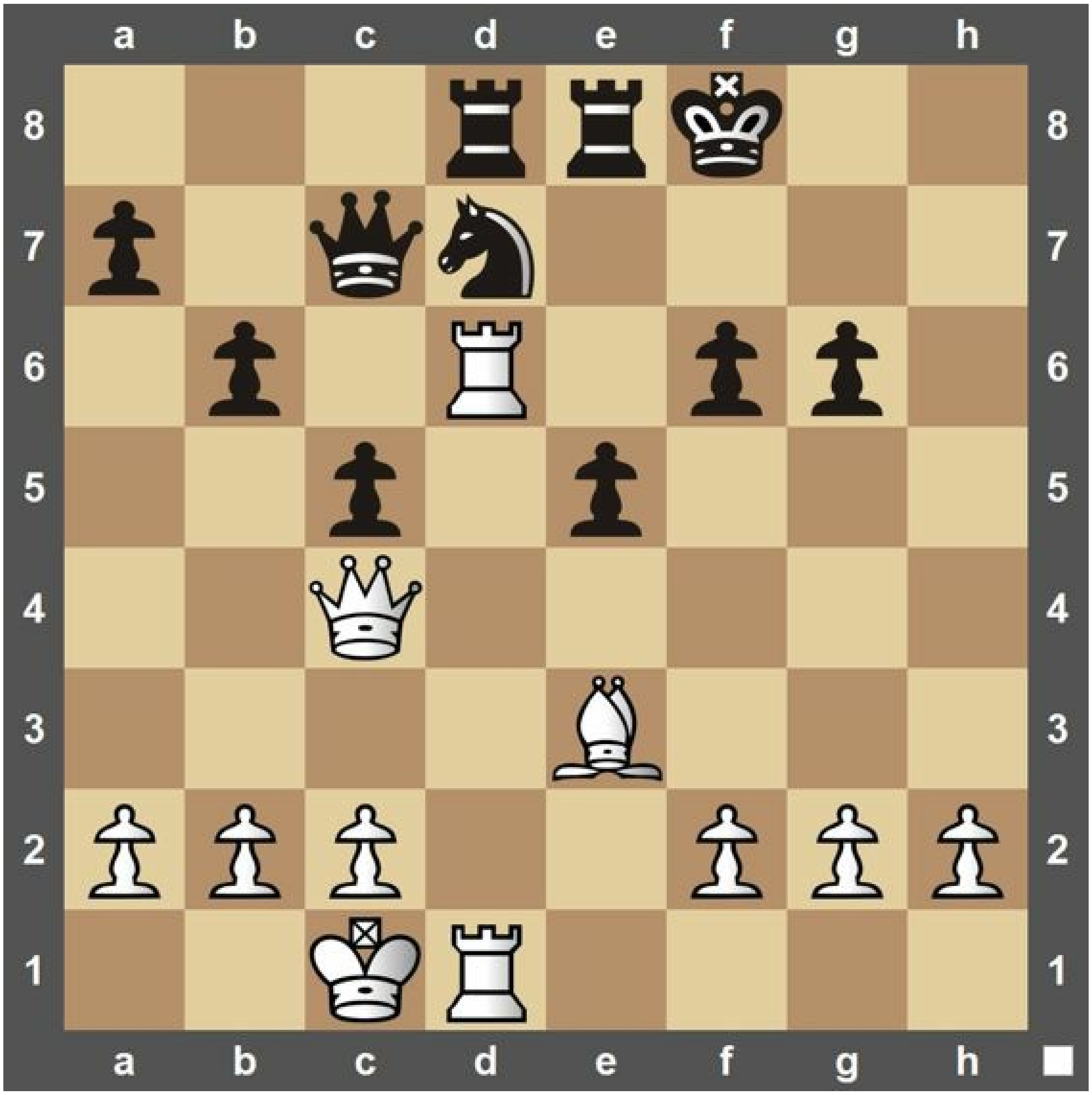
2
1

26: White to move.

[Answers]


a
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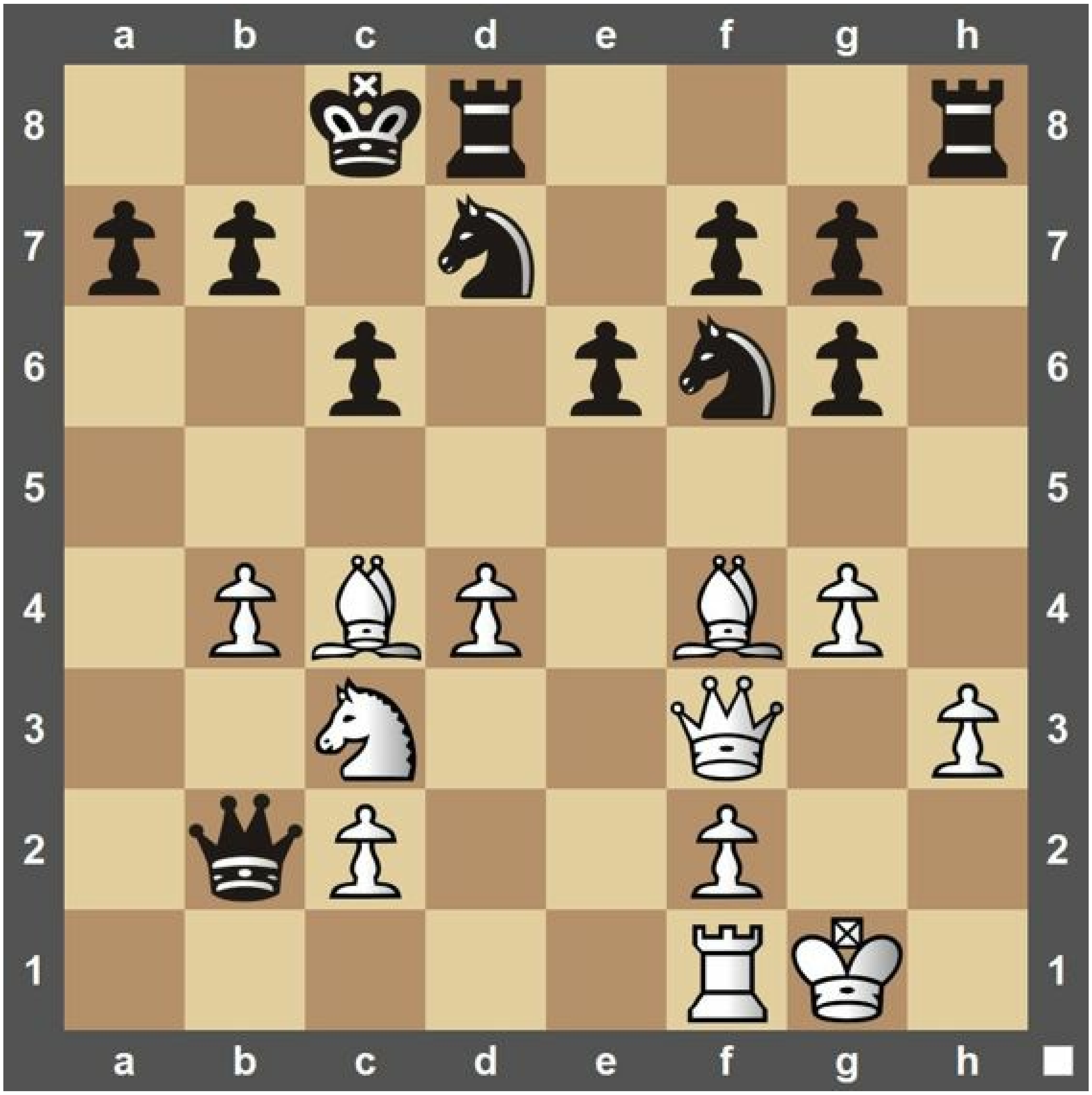
8
7
6
5
4
3
2
1

27: White to move.

[Answers]


a
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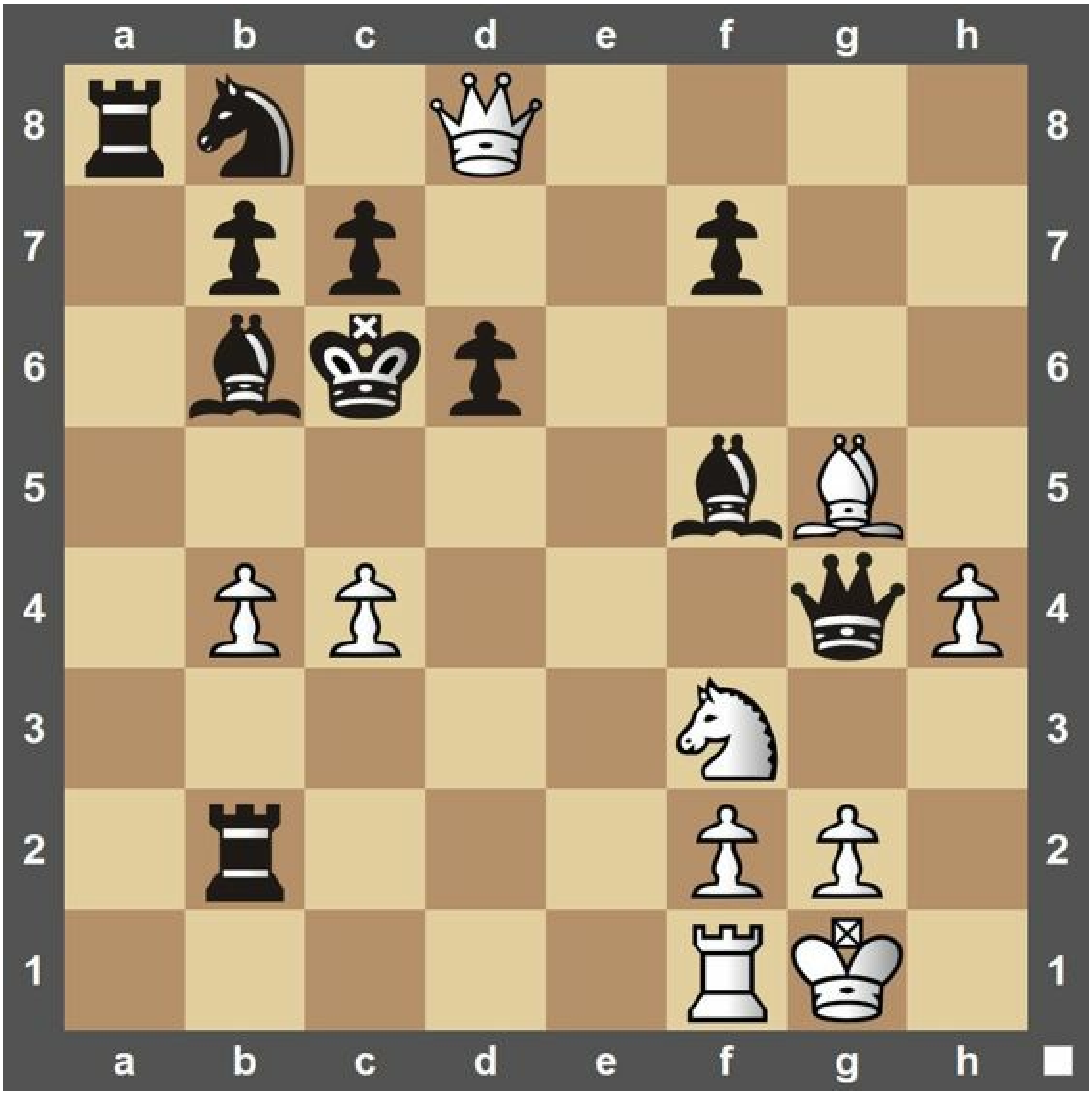
8
7
6
5
4
3
2
1

28: White to move.

[Answers]


a
b
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f
g
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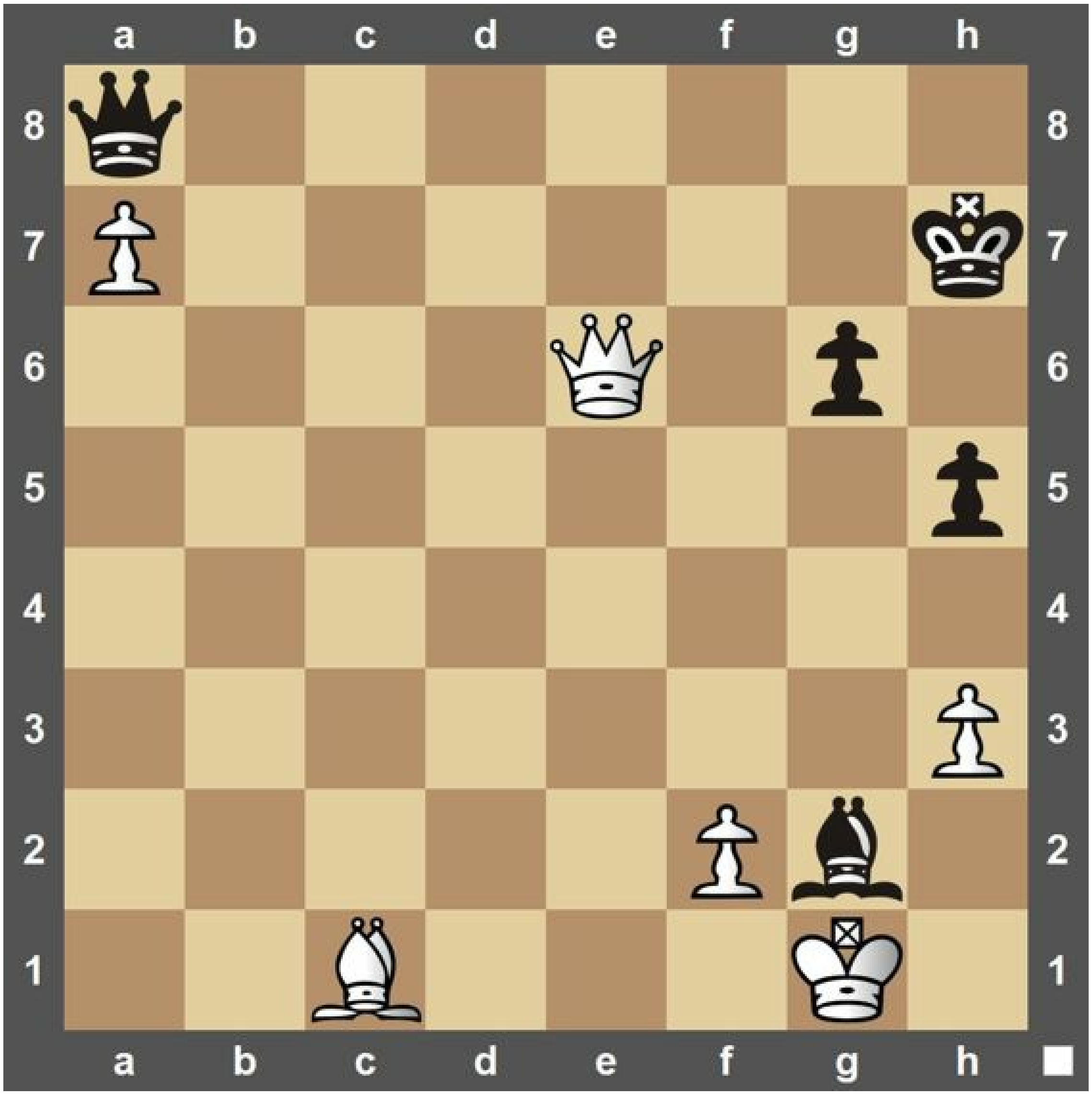
8
7
6
5
4
3
2
1

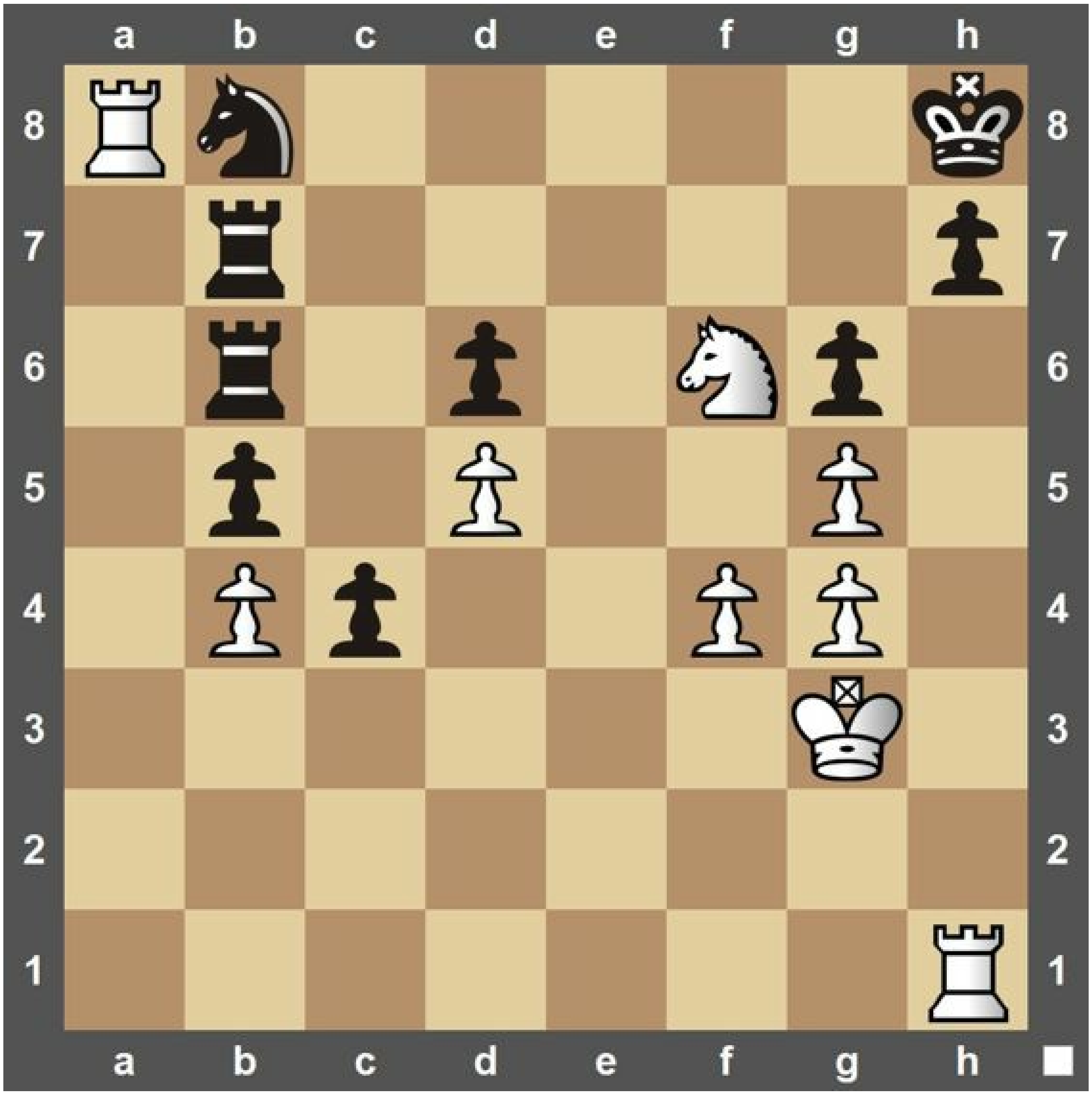
29: White to move.

[Answers]



30: White to move.

[Answers]


a
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6
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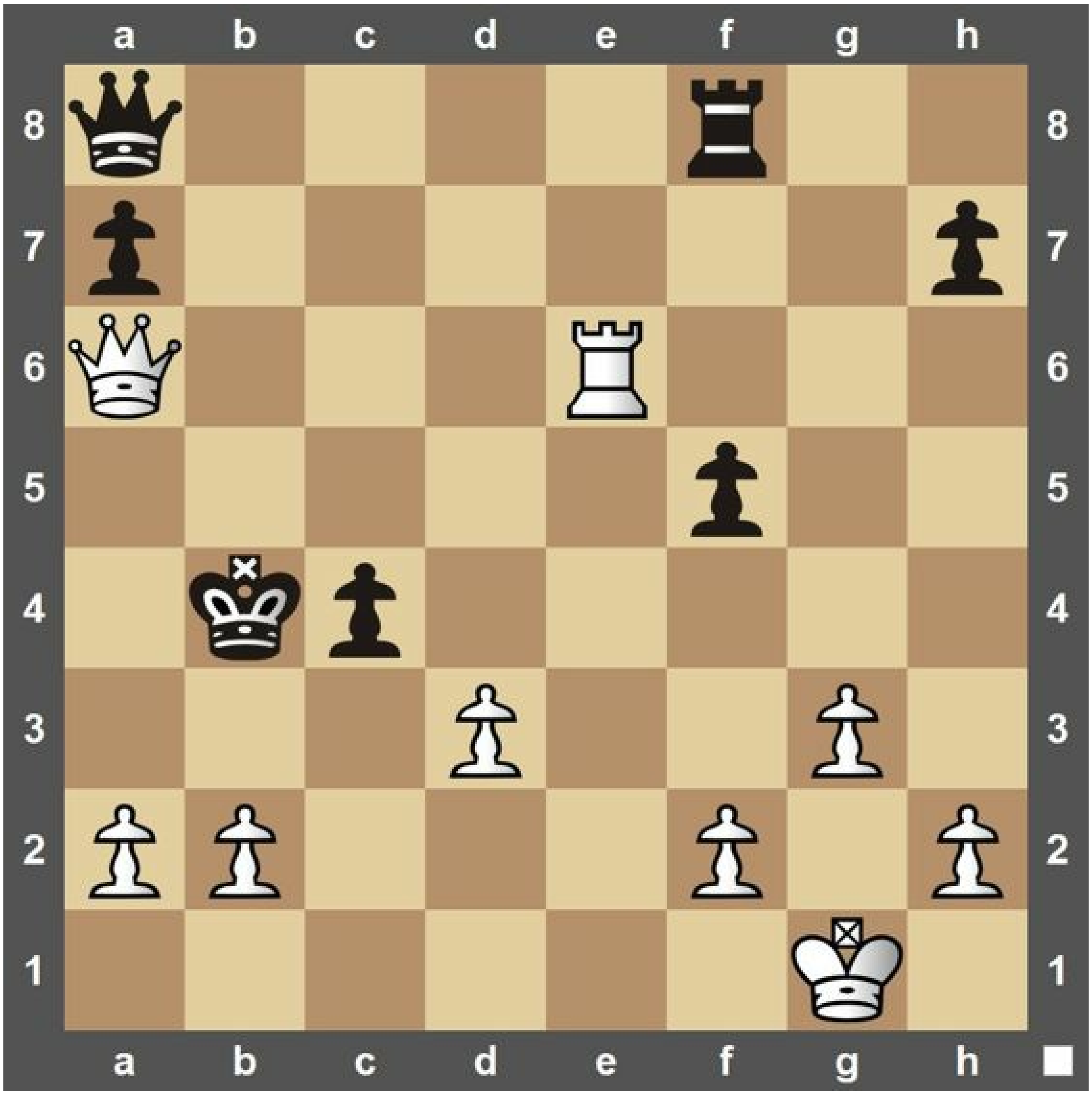
4
3
2
1

31: White to move.

[Answers]


a
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8
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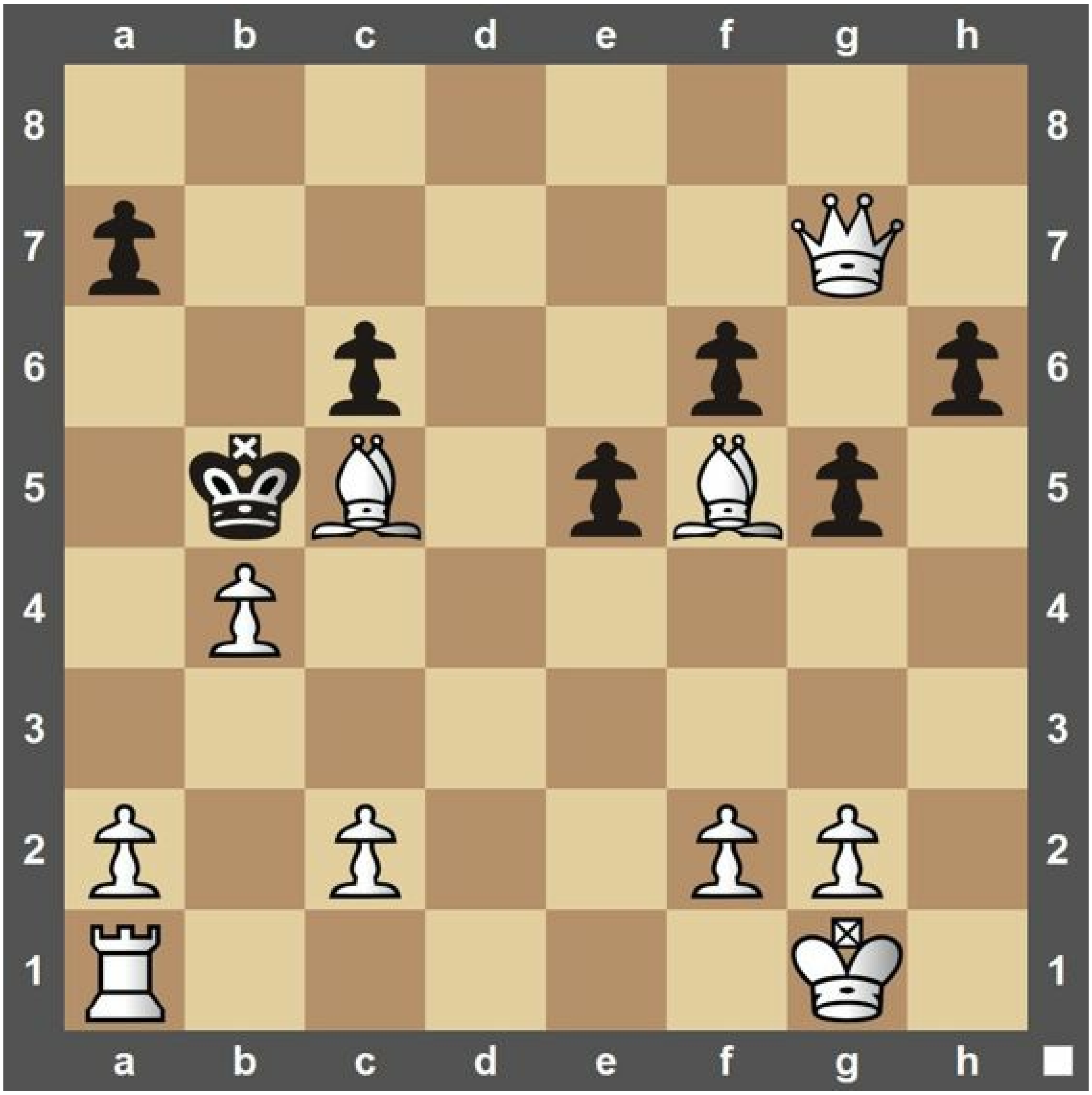
6
5
4
3
2
1

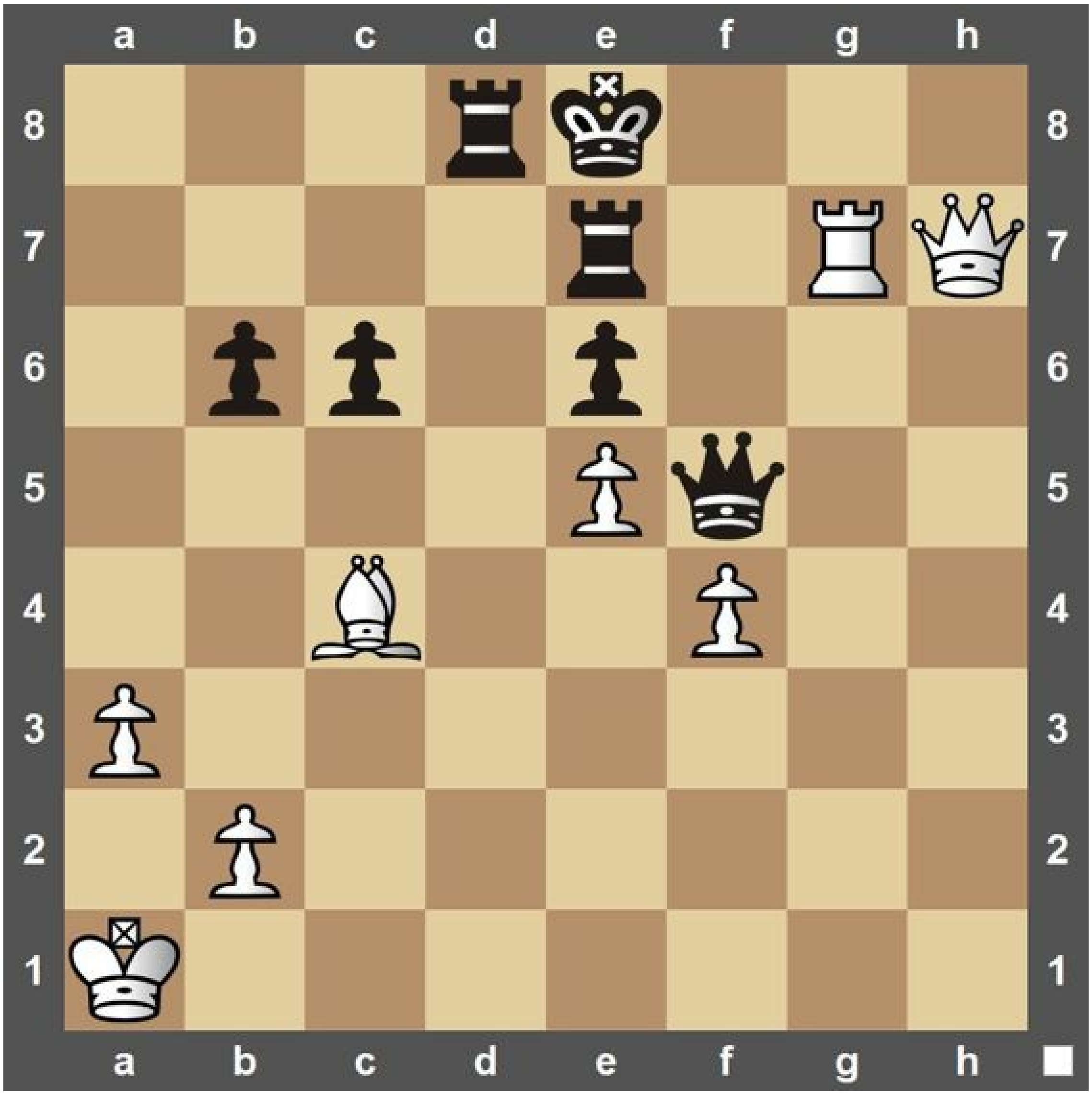
32: White to move.

[Answers]



33: White to move.

[Answers]


a
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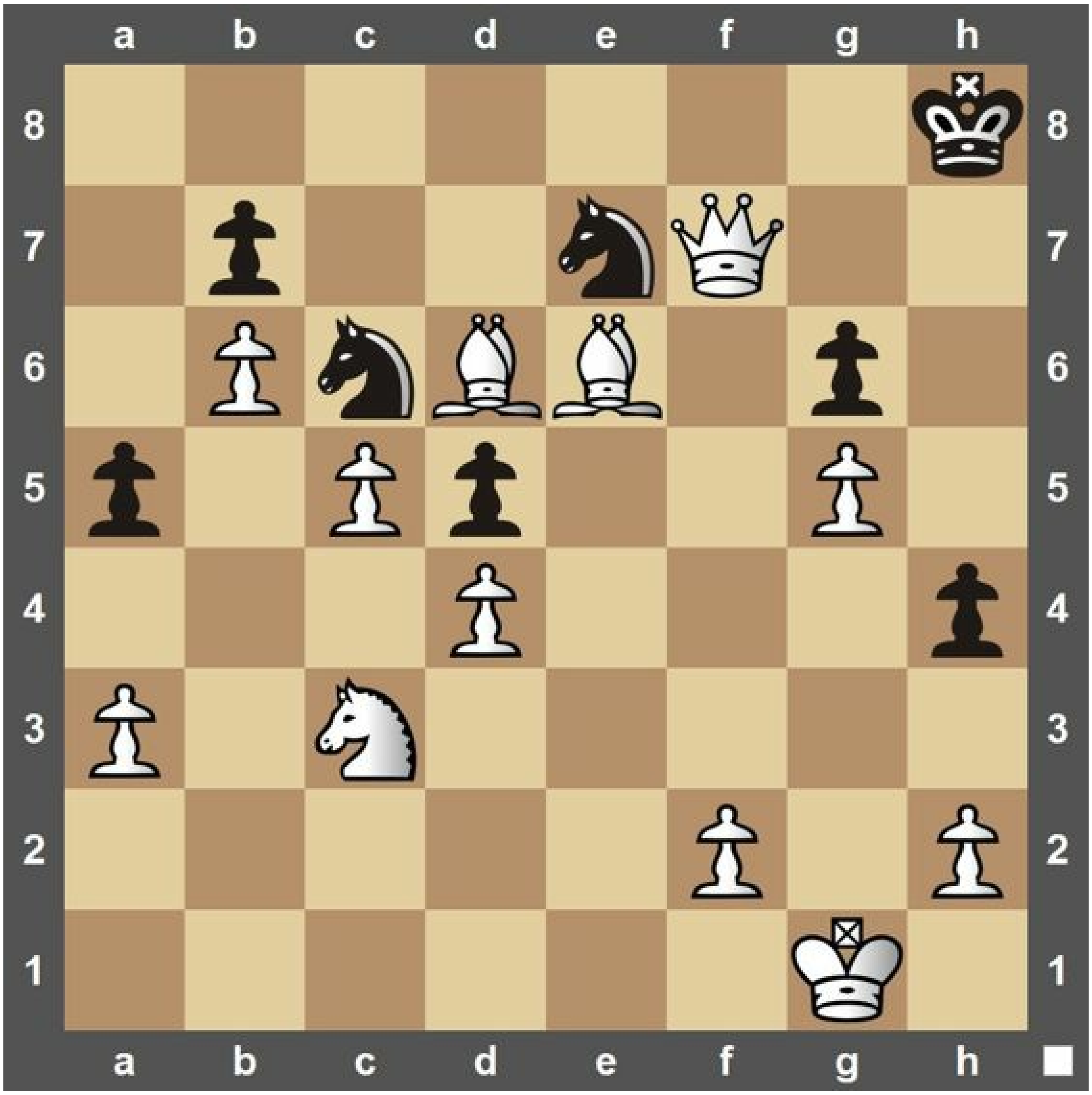
4
3
2
1

34: White to move.

[Answers]


a
b
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8
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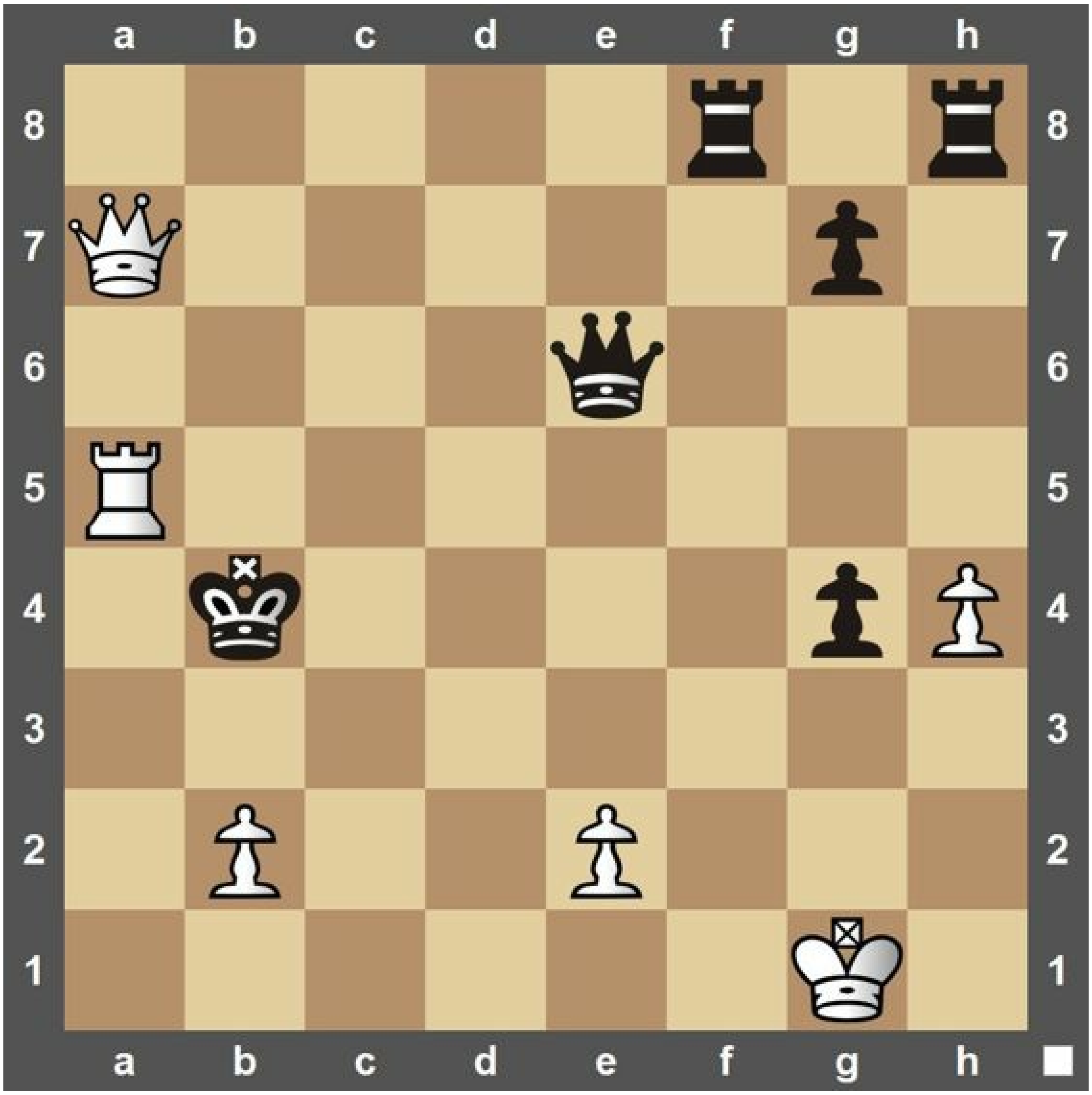
4
3
2
1

35: White to move.

[Answers]


a
b
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f
g
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8
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4
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2
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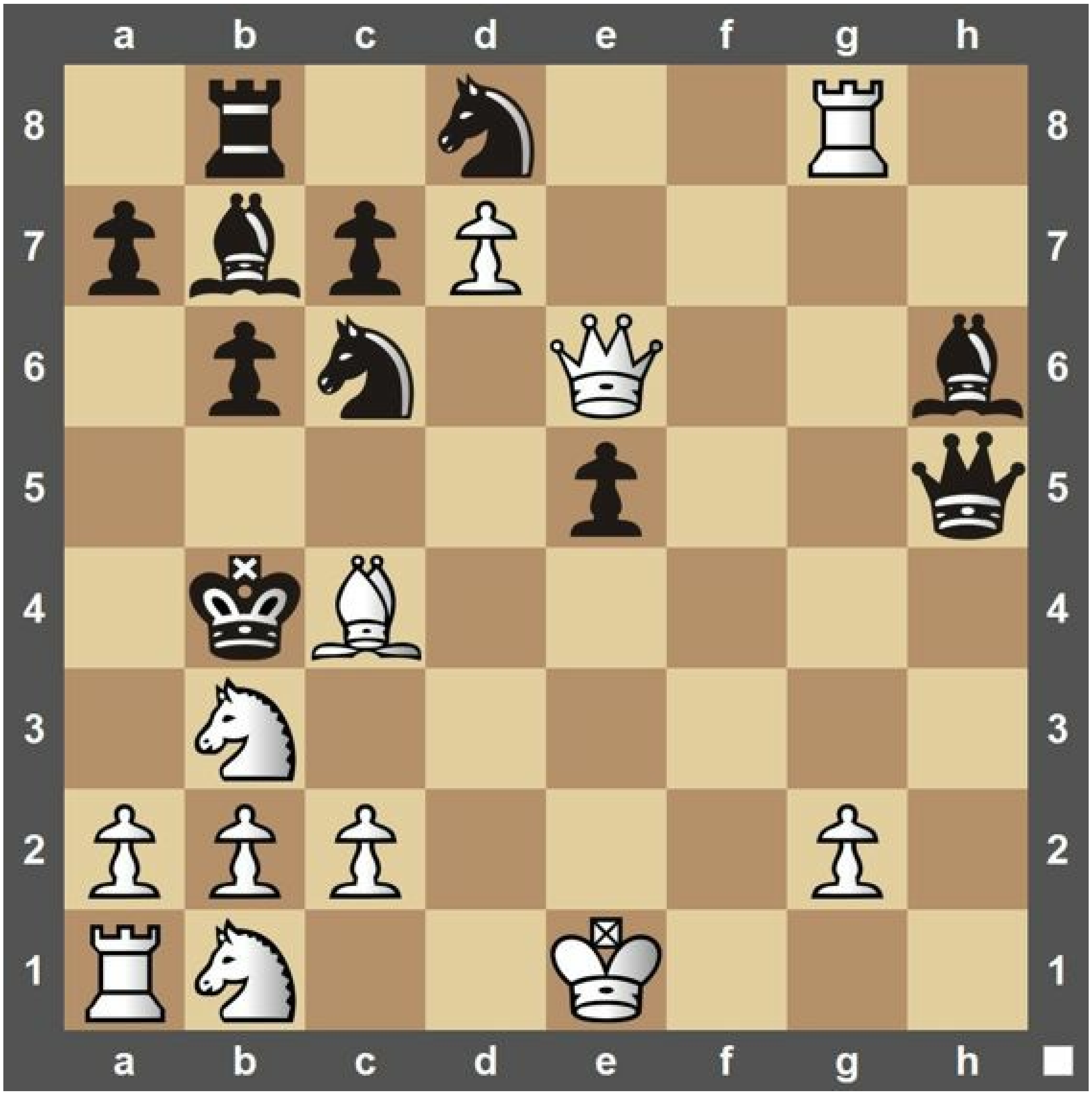
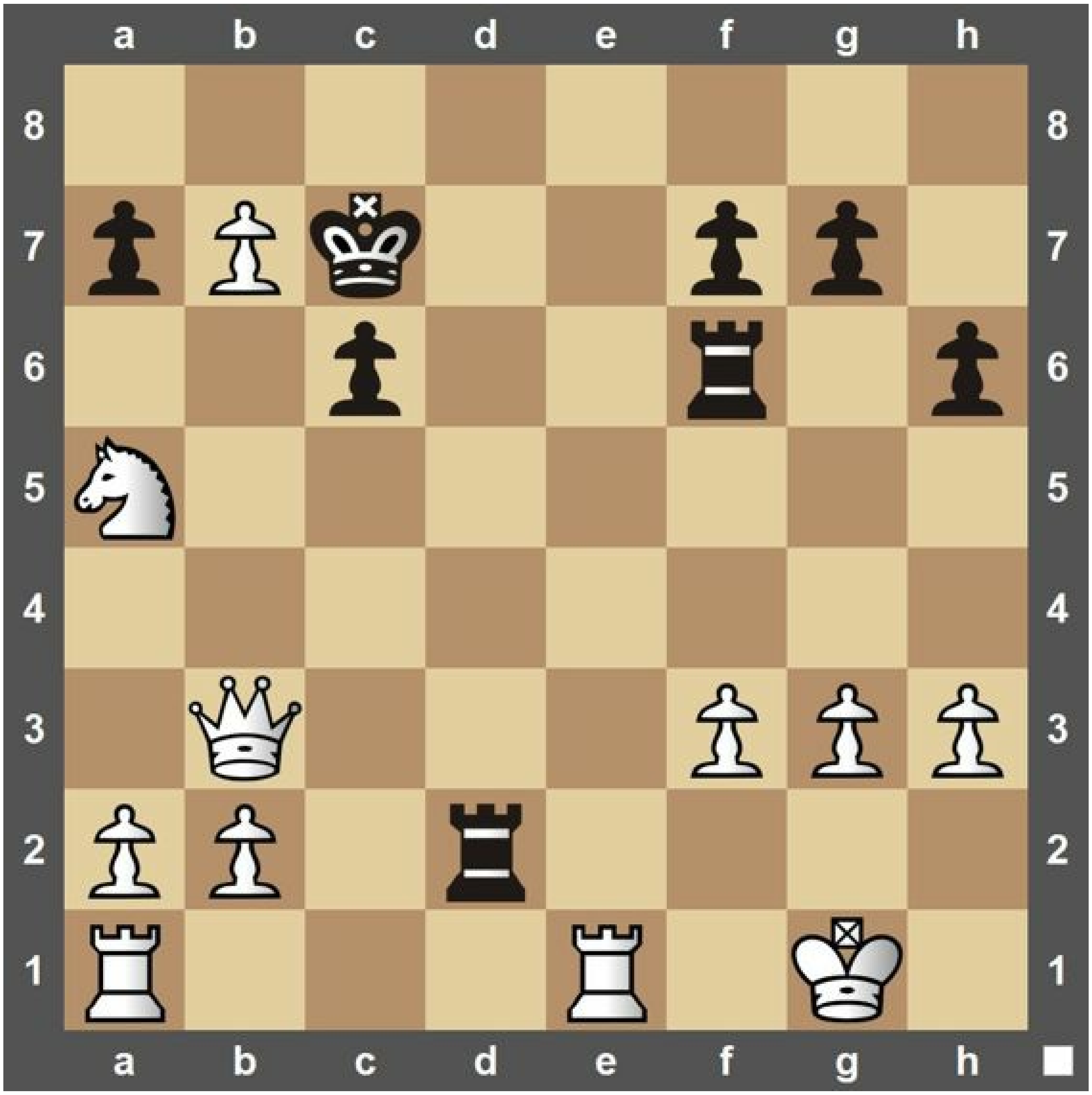
36: White to move.

[Answers]



37: White to move.

[Answers]


a
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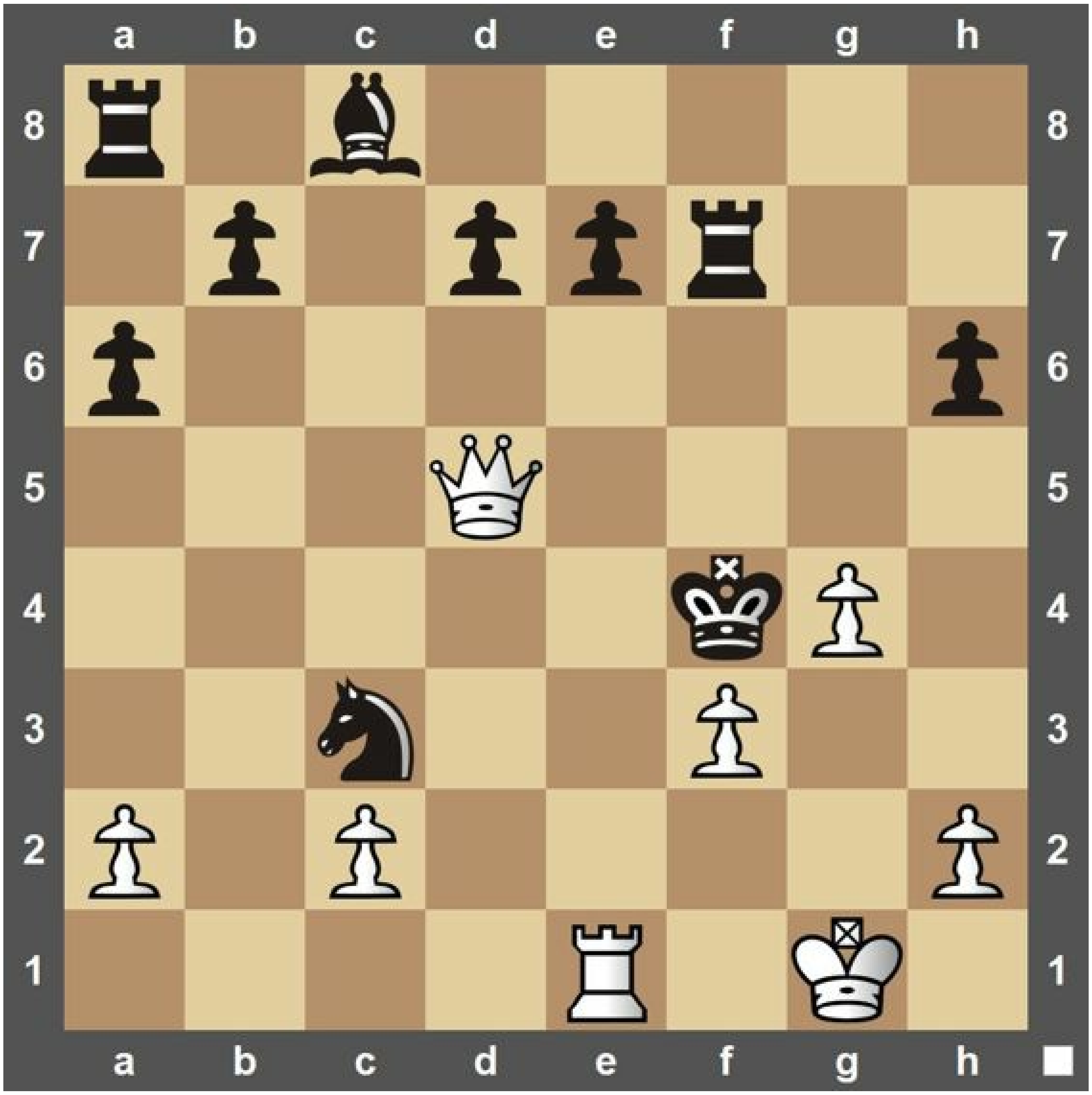
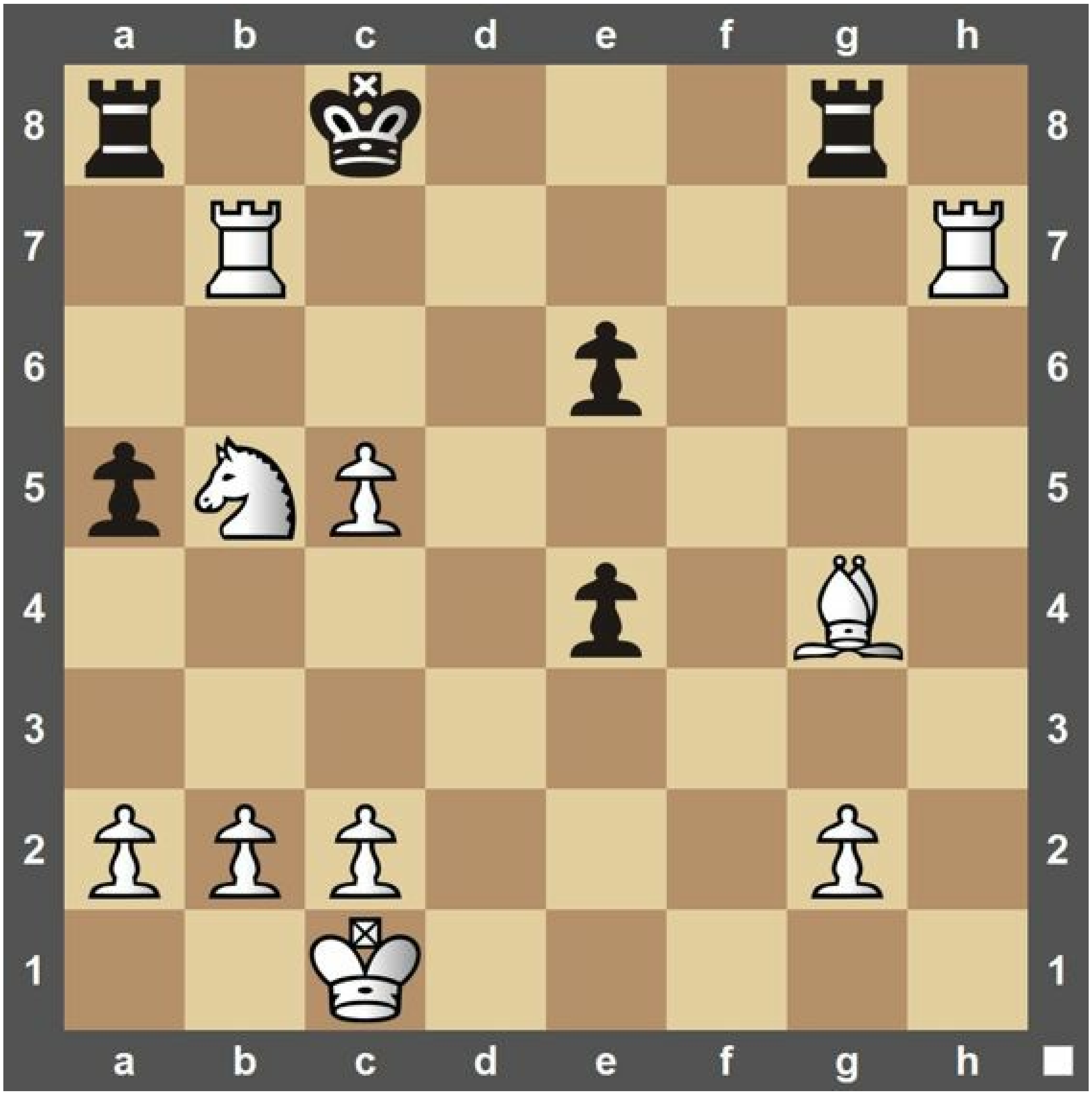
38: White to move.

[Answers]


a b c d e f g h
8 7 6 5 4 3 2 1

39: White to move.

[Answers]


a
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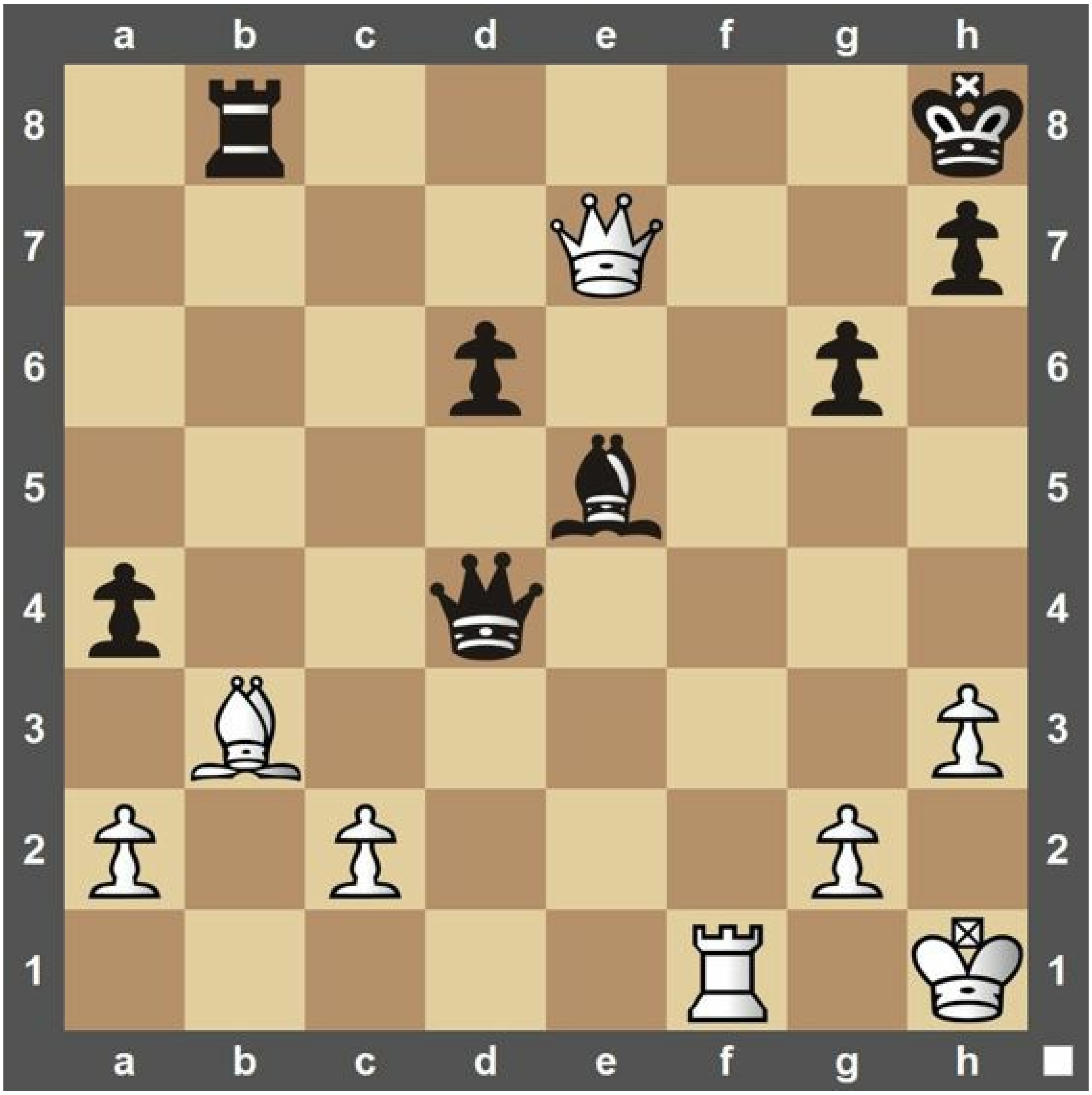
40: White to move.

[Answers]


a
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2
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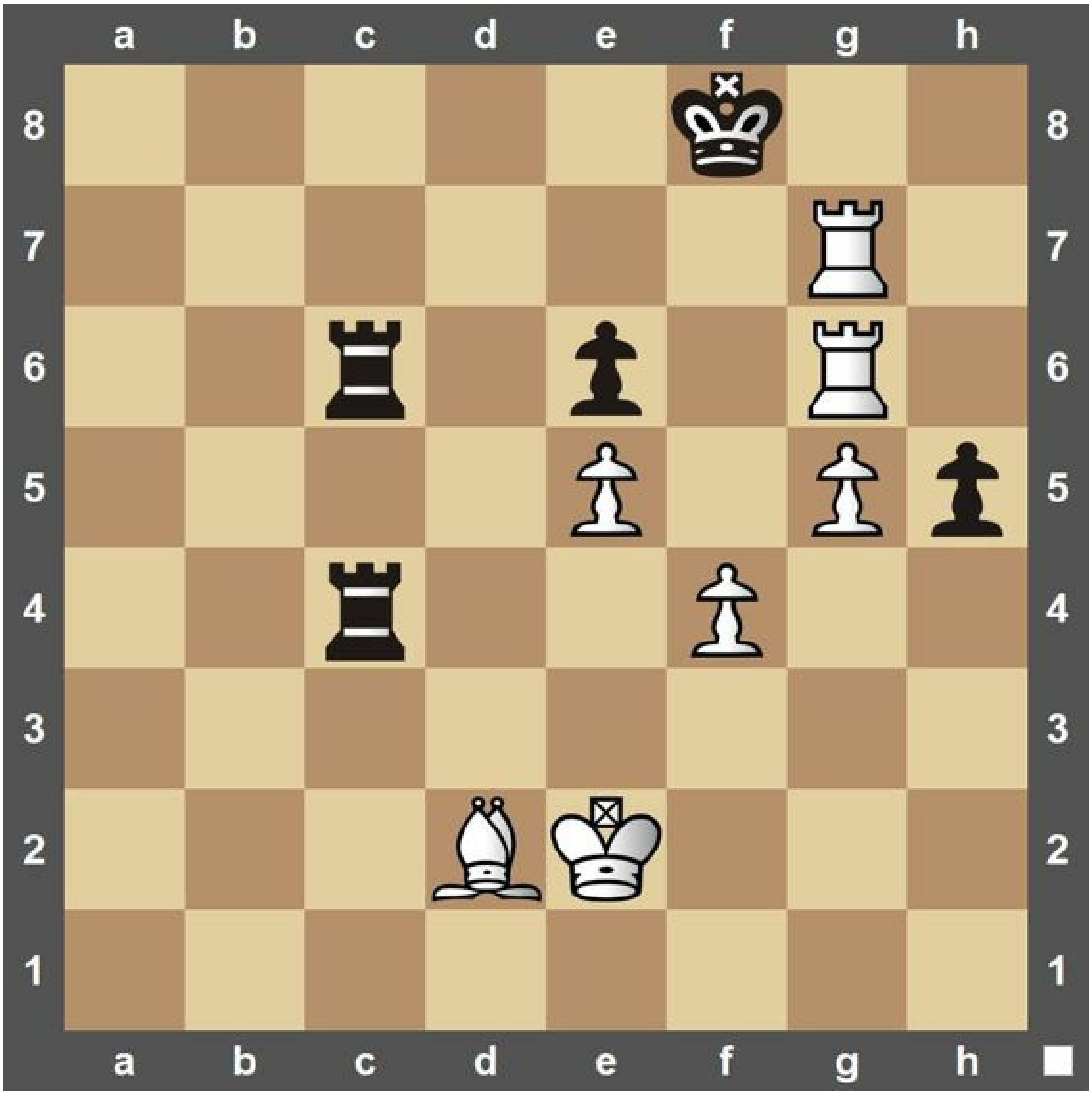
41: White to move.

[Answers]


a
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2
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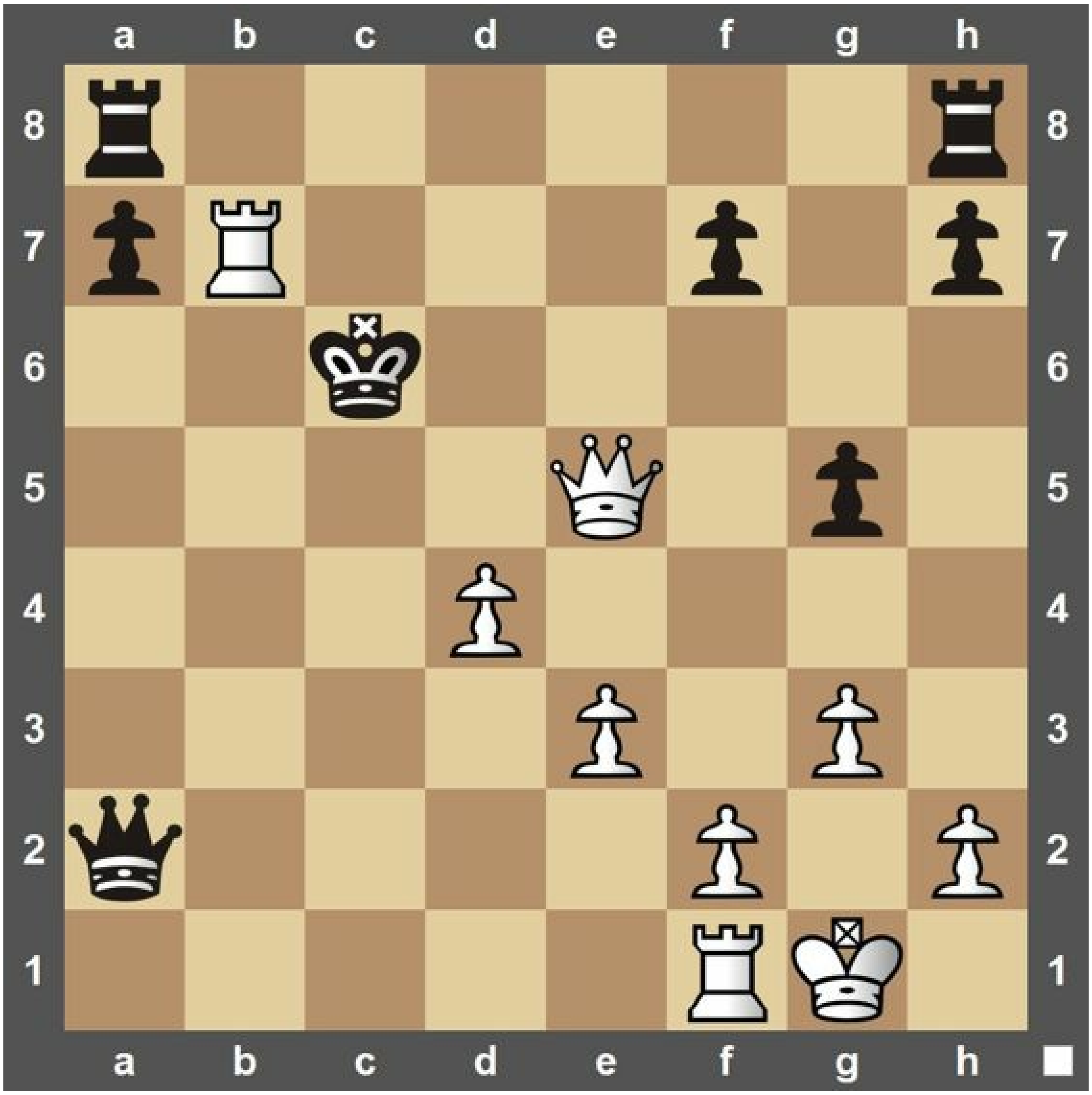
42: White to move.

[Answers]


a
b
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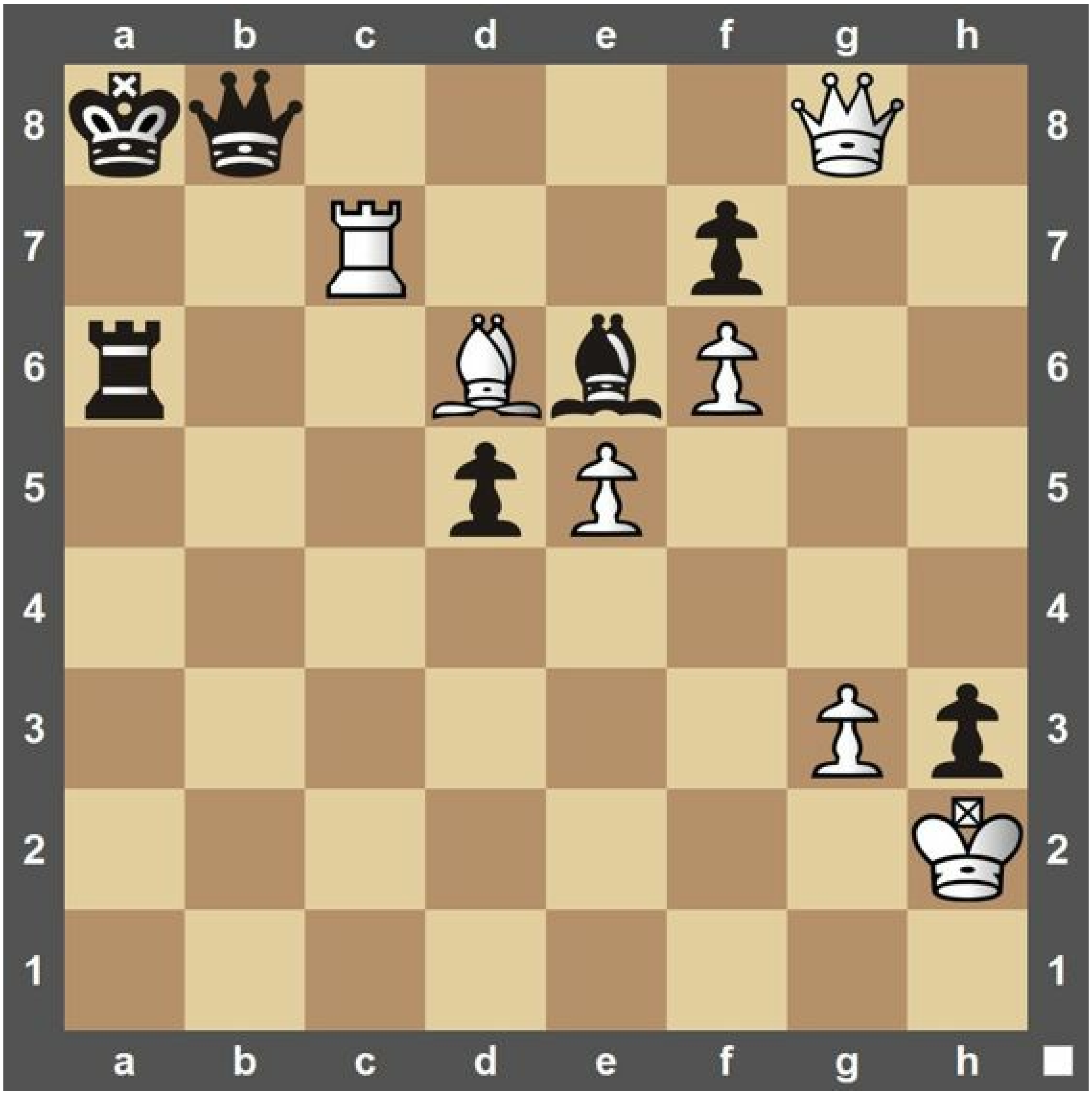
43: White to move.

[Answers]


a
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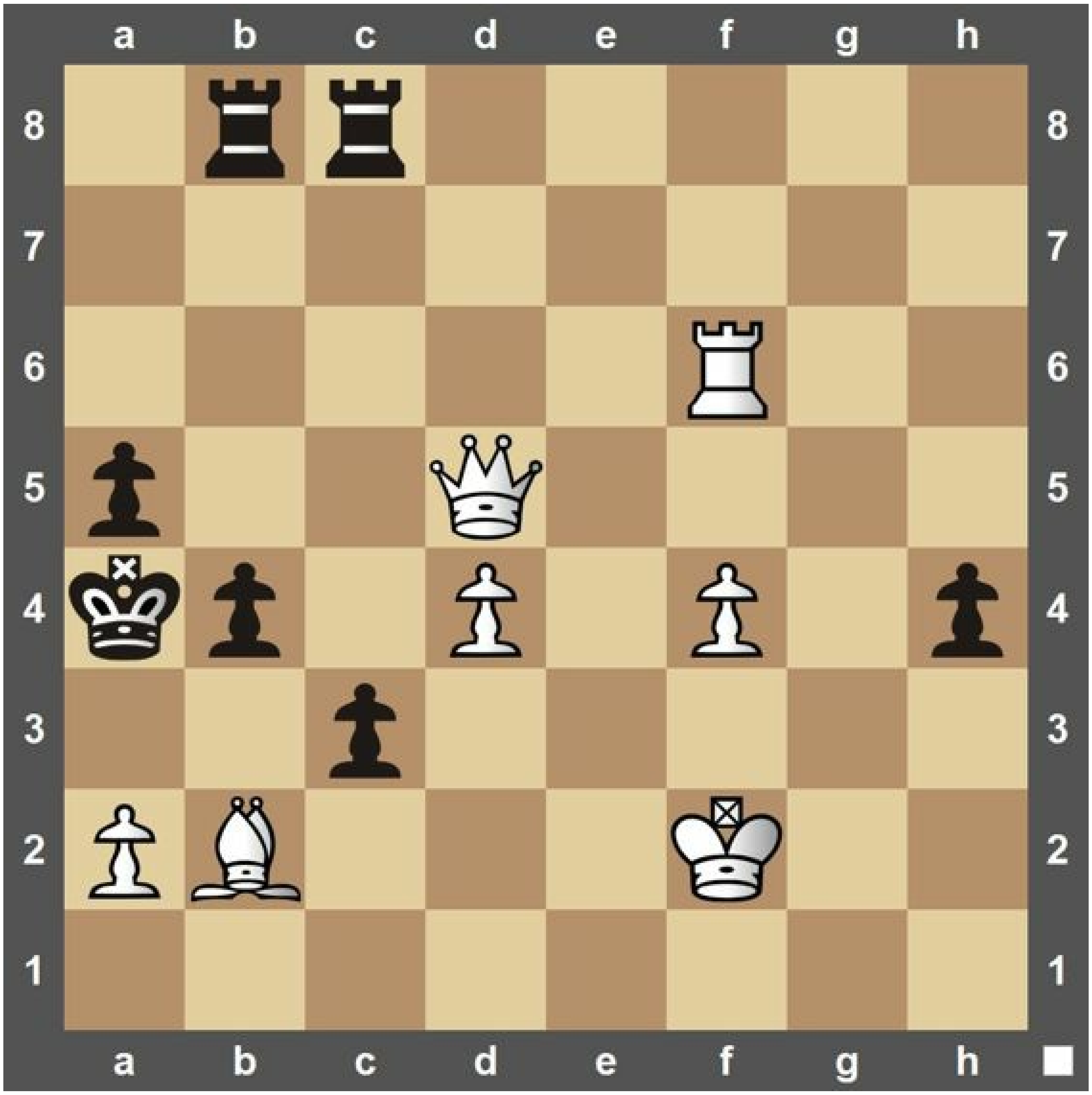
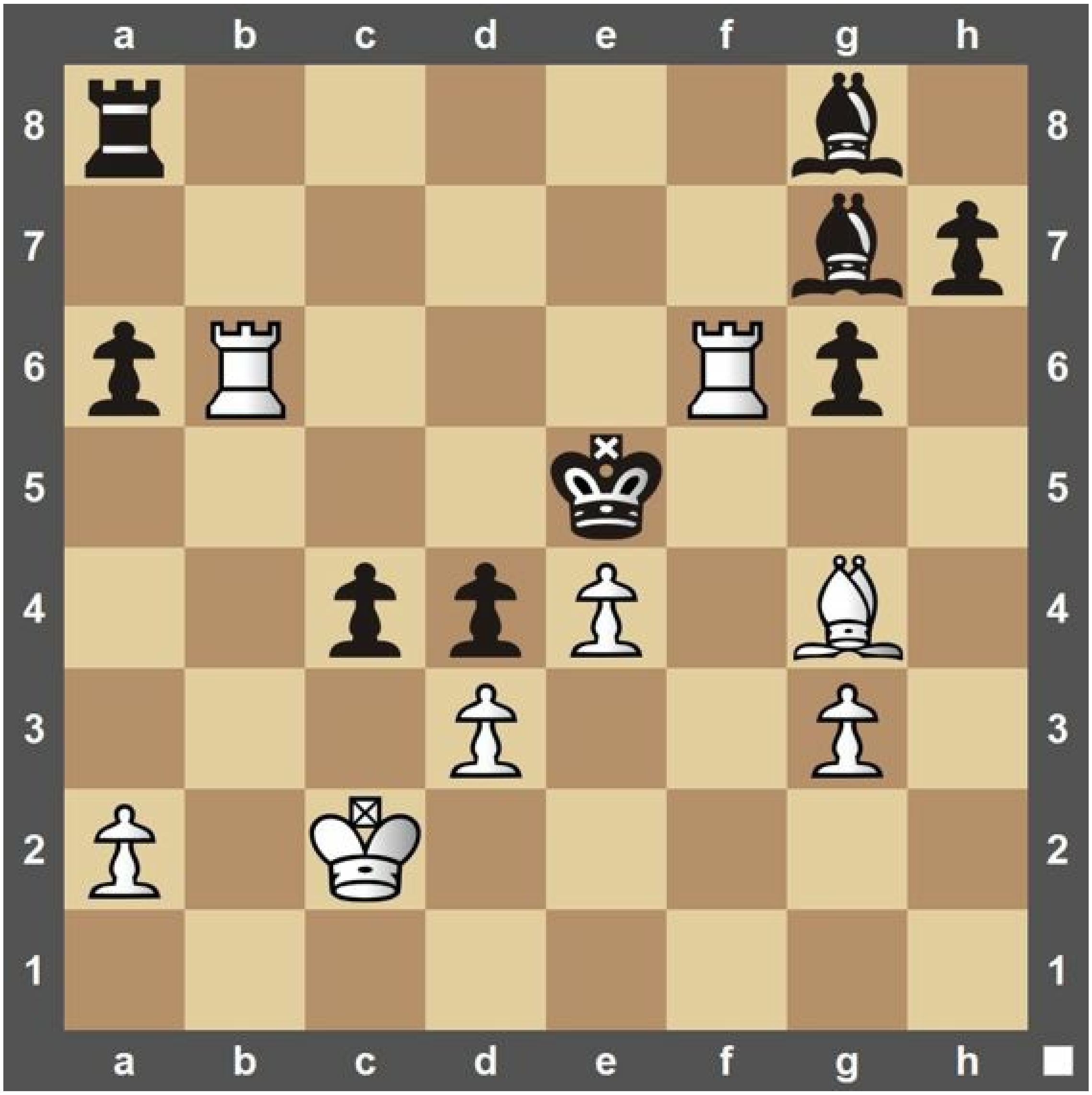
44: White to move.

[Answers]



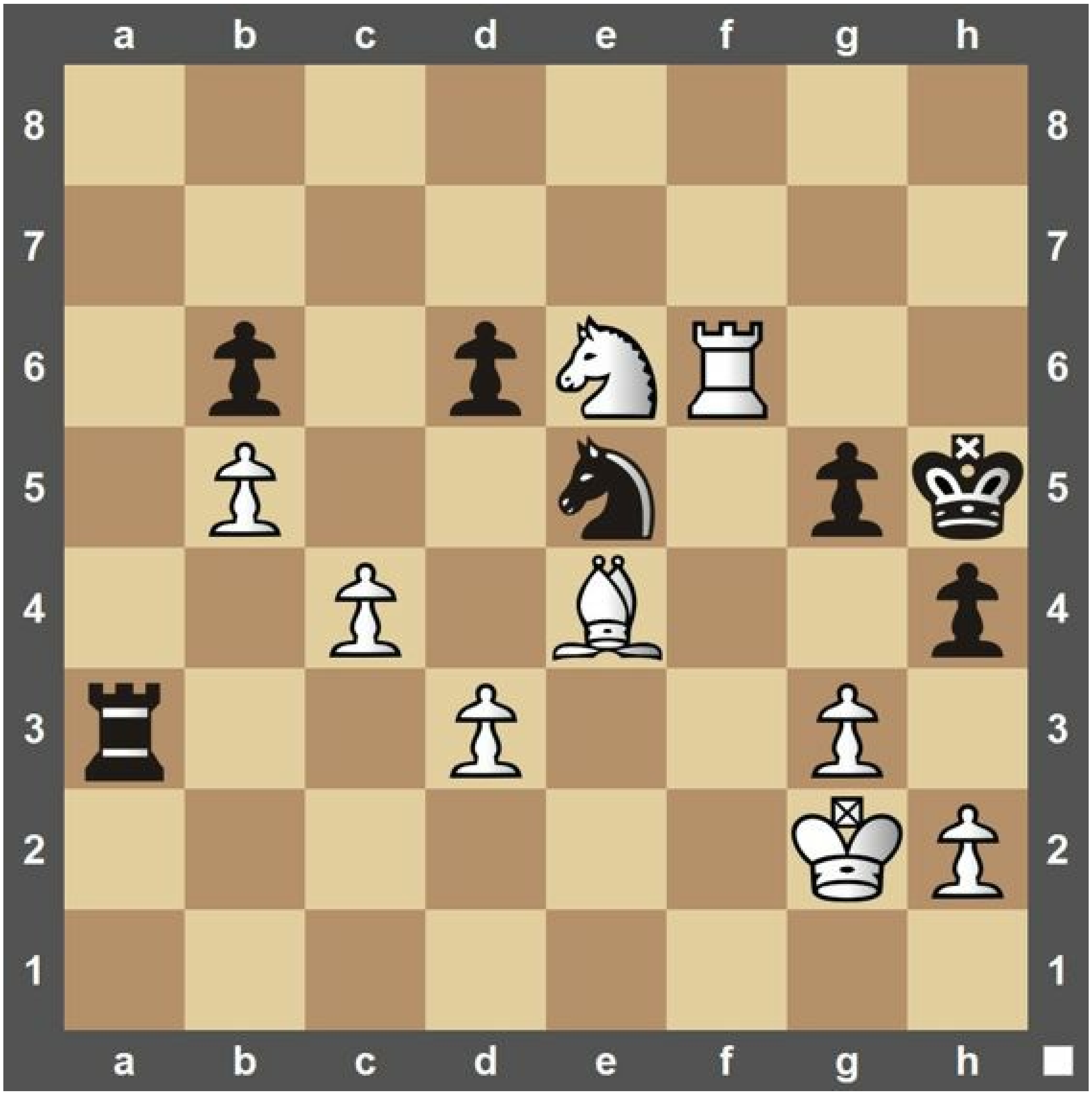
a b c d e f g h
8 7 6 5 4 3 2 1

45: White to move.
[Answers]


a b c d e f g h
8 7 6 5 4 3 2 1

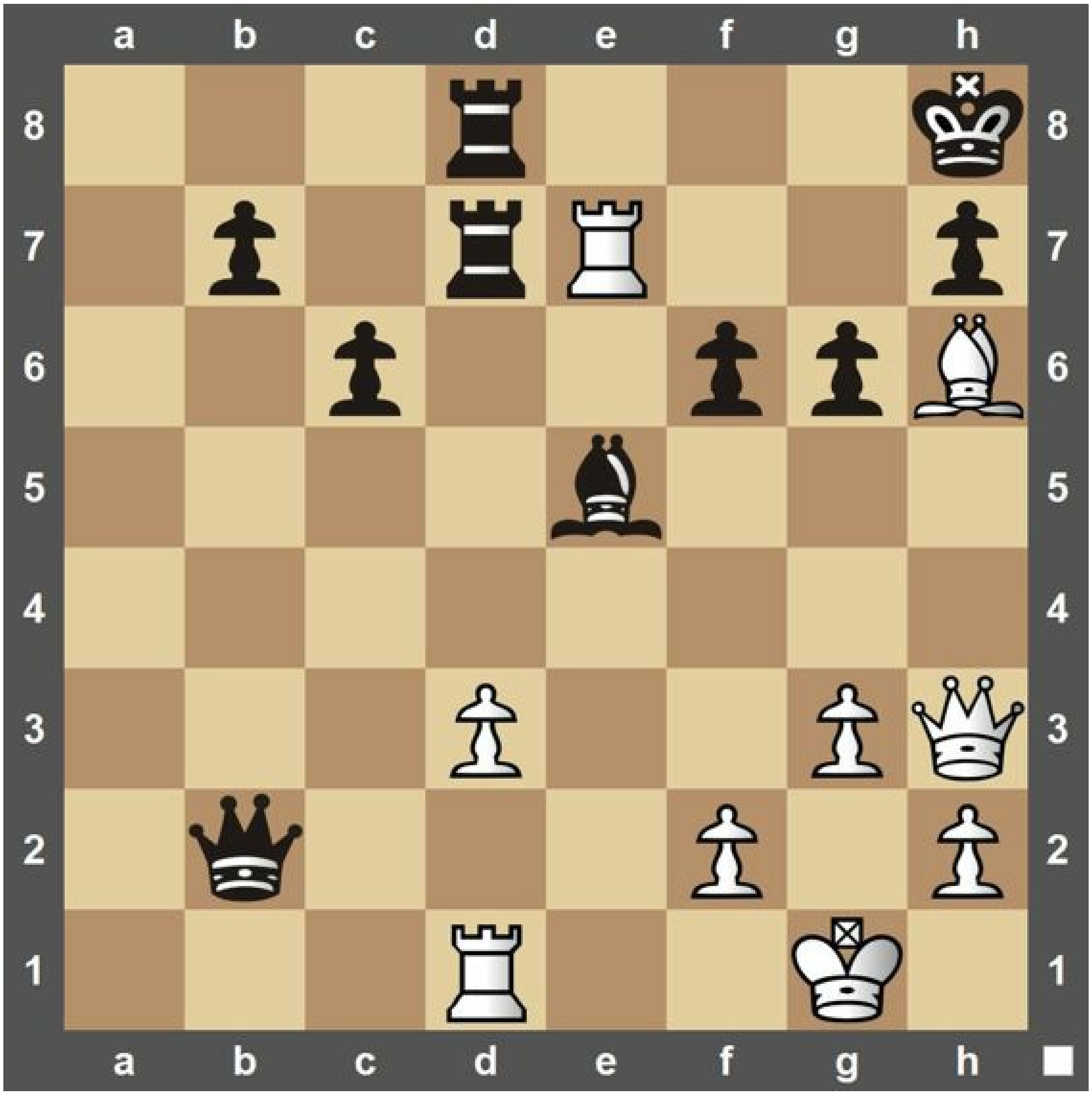
46: White to move.

[[Answers](#)]


a b c d e f g h
8 7 6 5 4 3 2 1

47: White to move.

[Answers]


a
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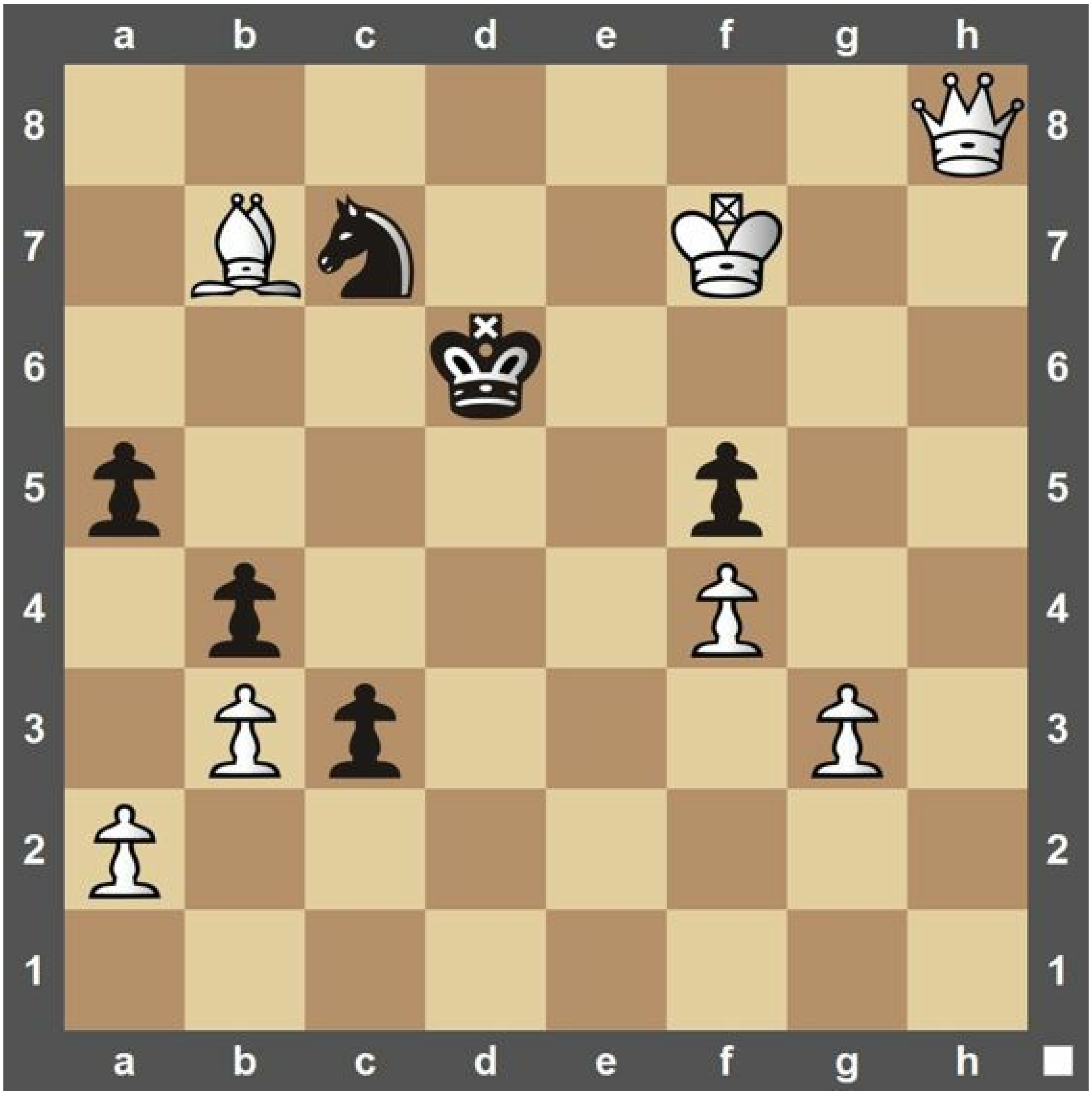
48: White to move.

[Answers]


a
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6
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4
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2
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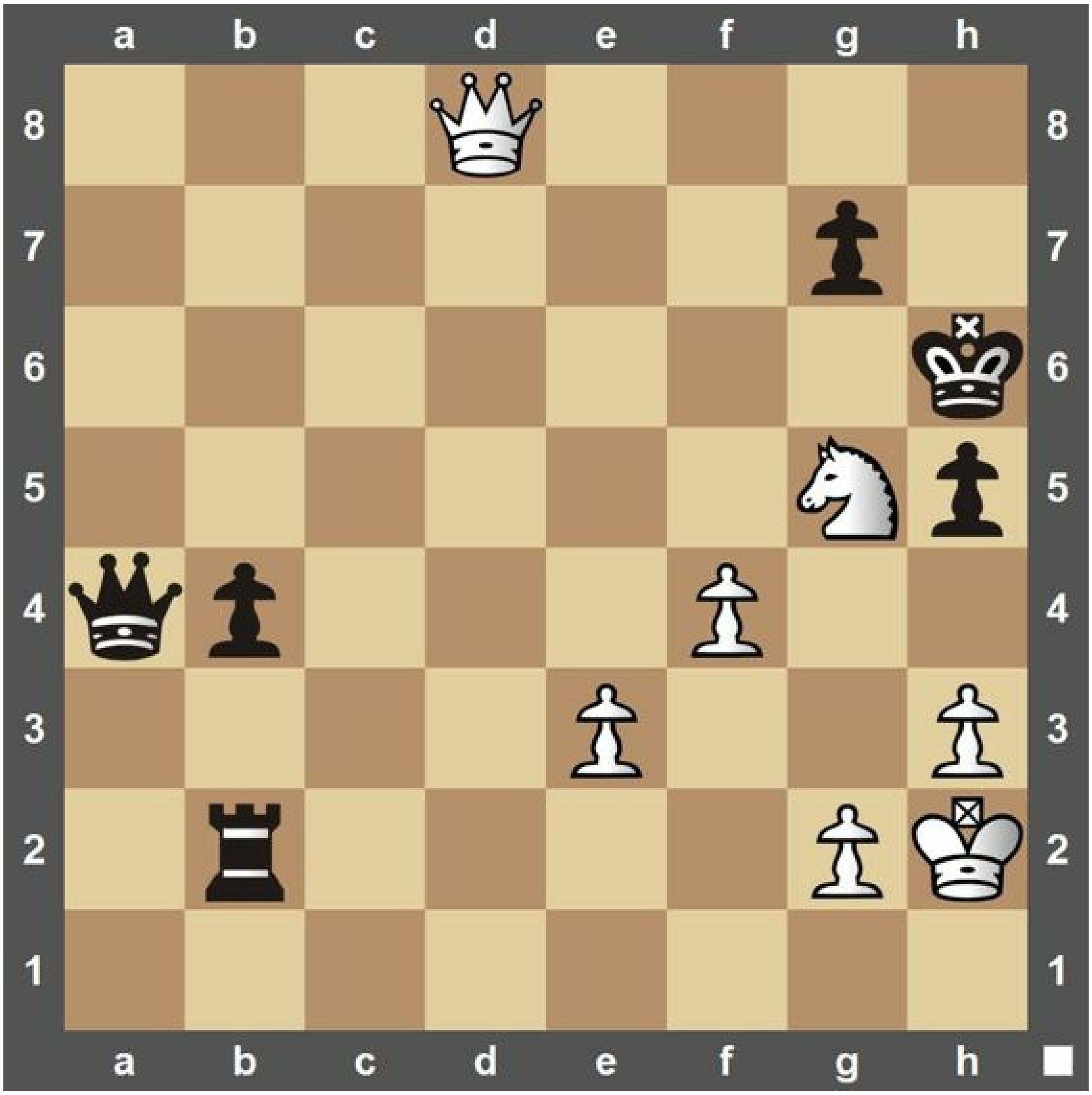
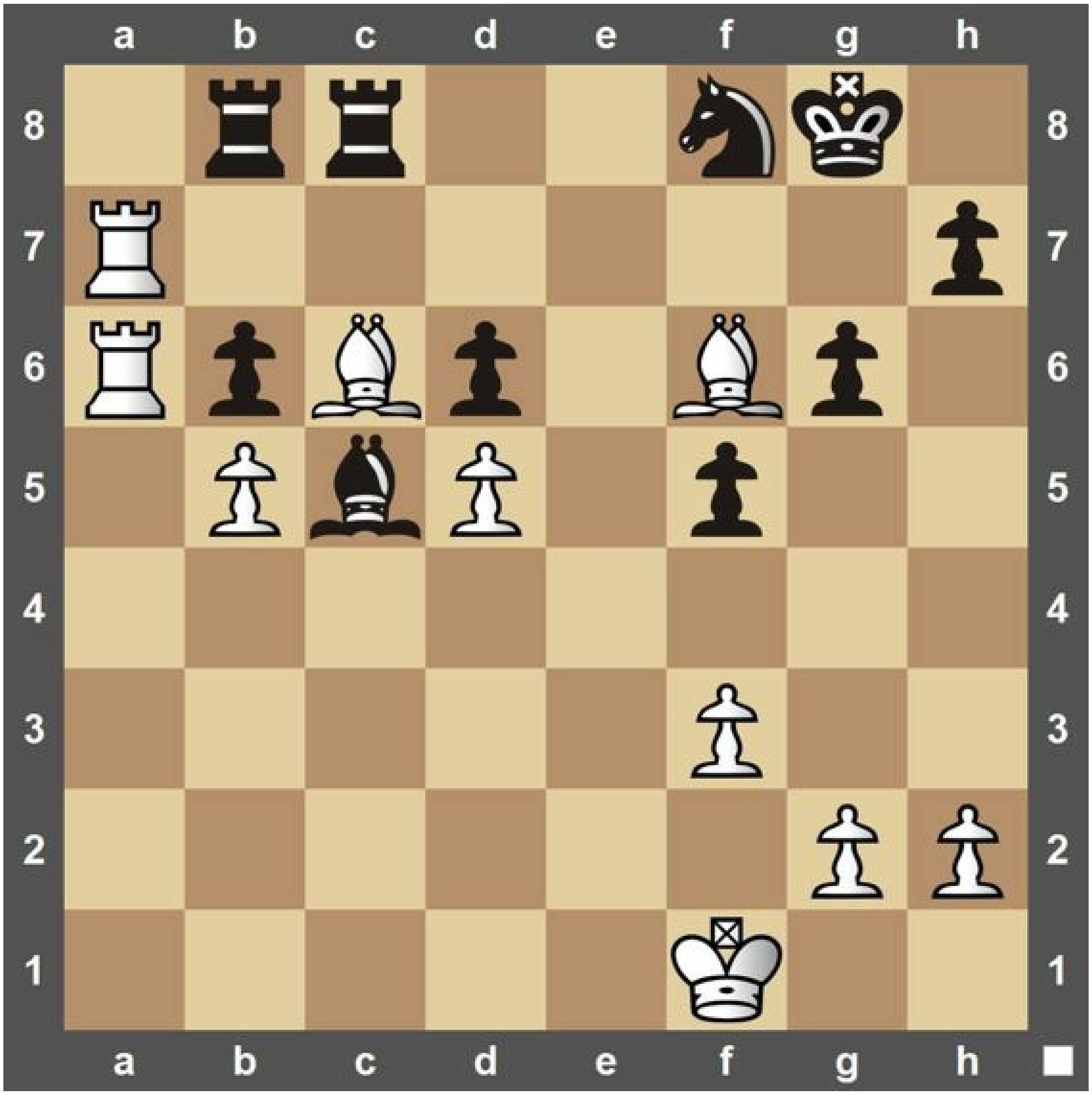
49: White to move.

[Answers]


a b c d e f g h
8 7 6 5 4 3 2 1

50: White to move.

[Answers]


a
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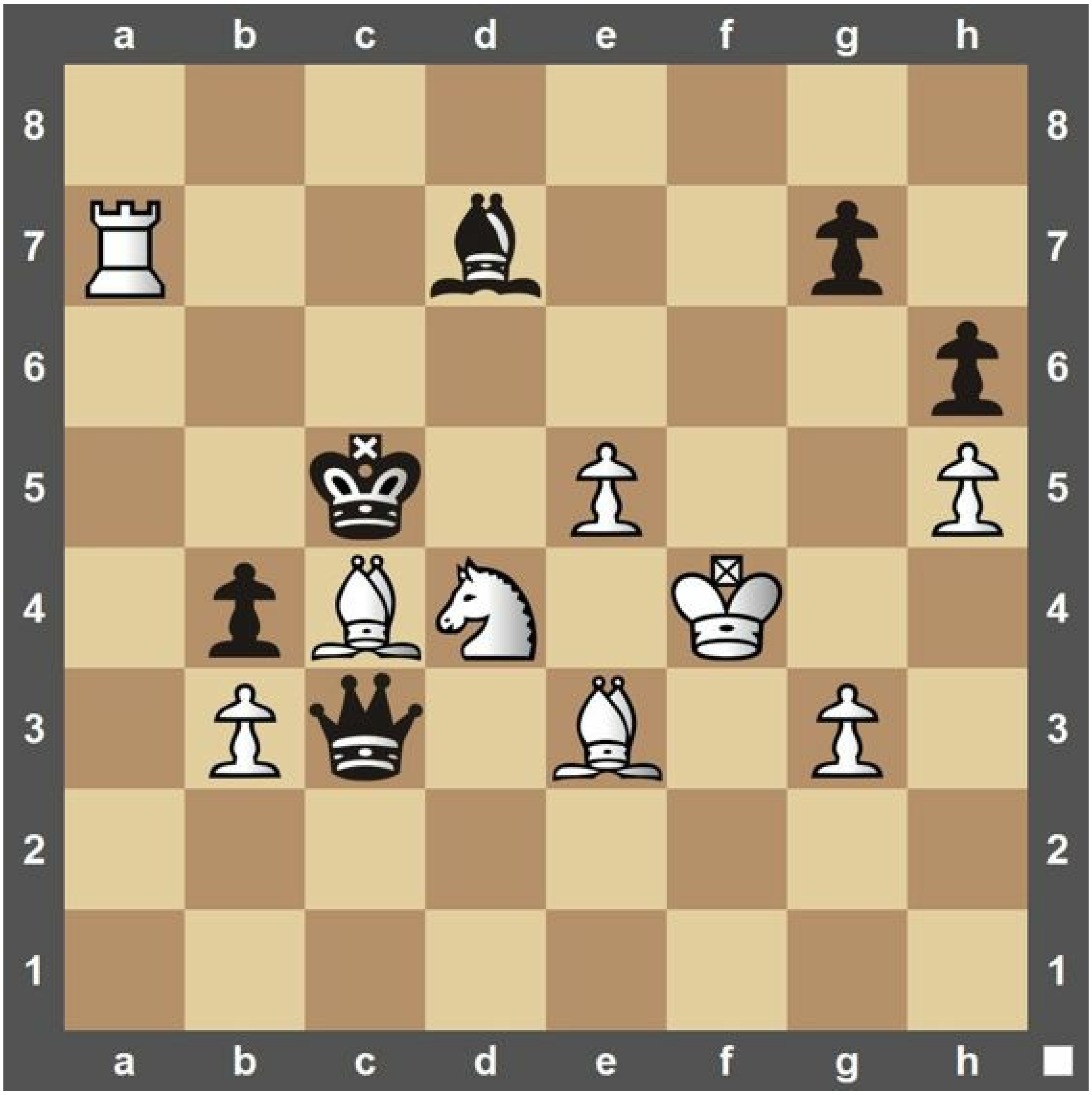
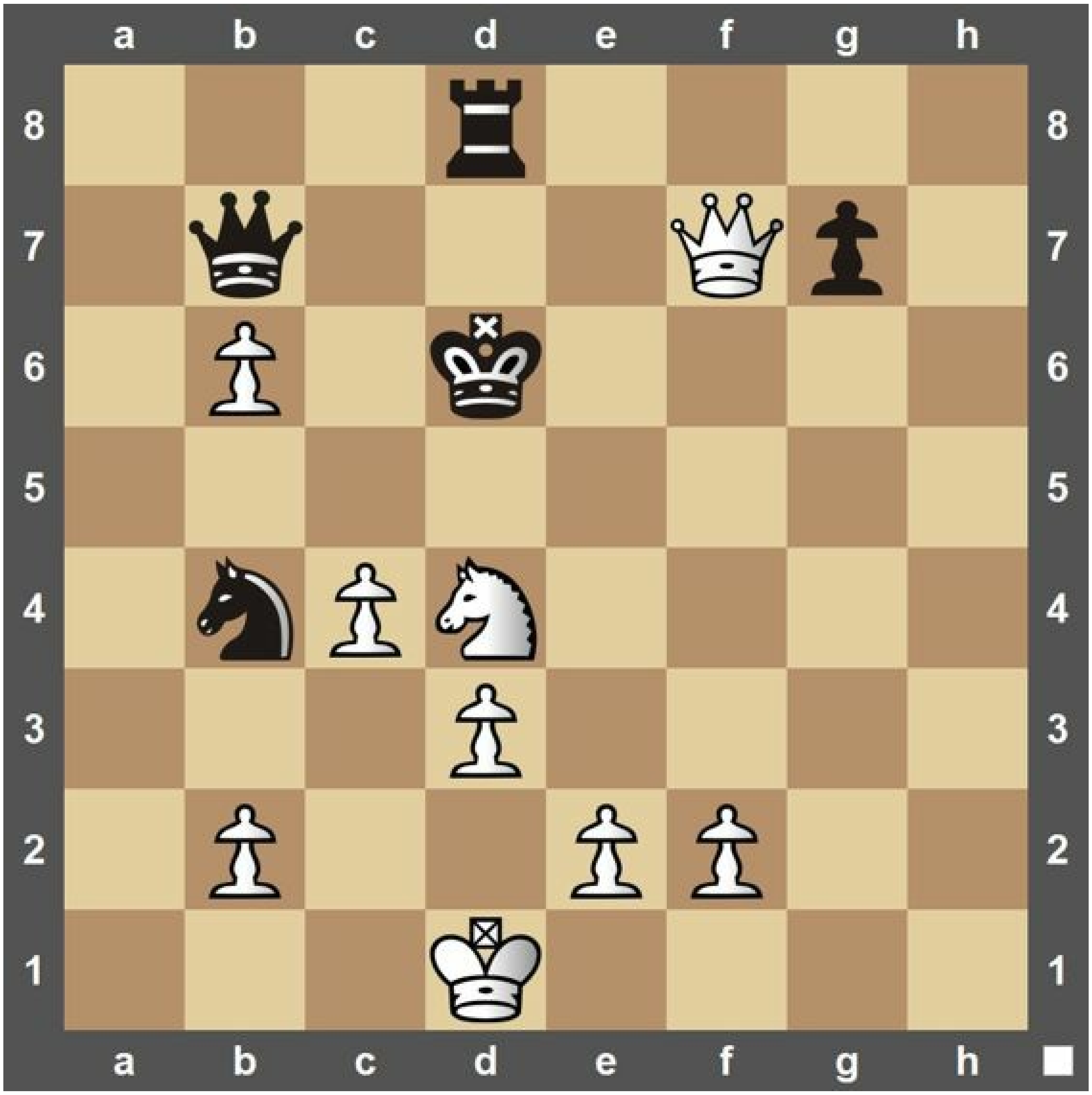
51: White to move.

[Answers]



52: White to move.

[Answers]


a
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3
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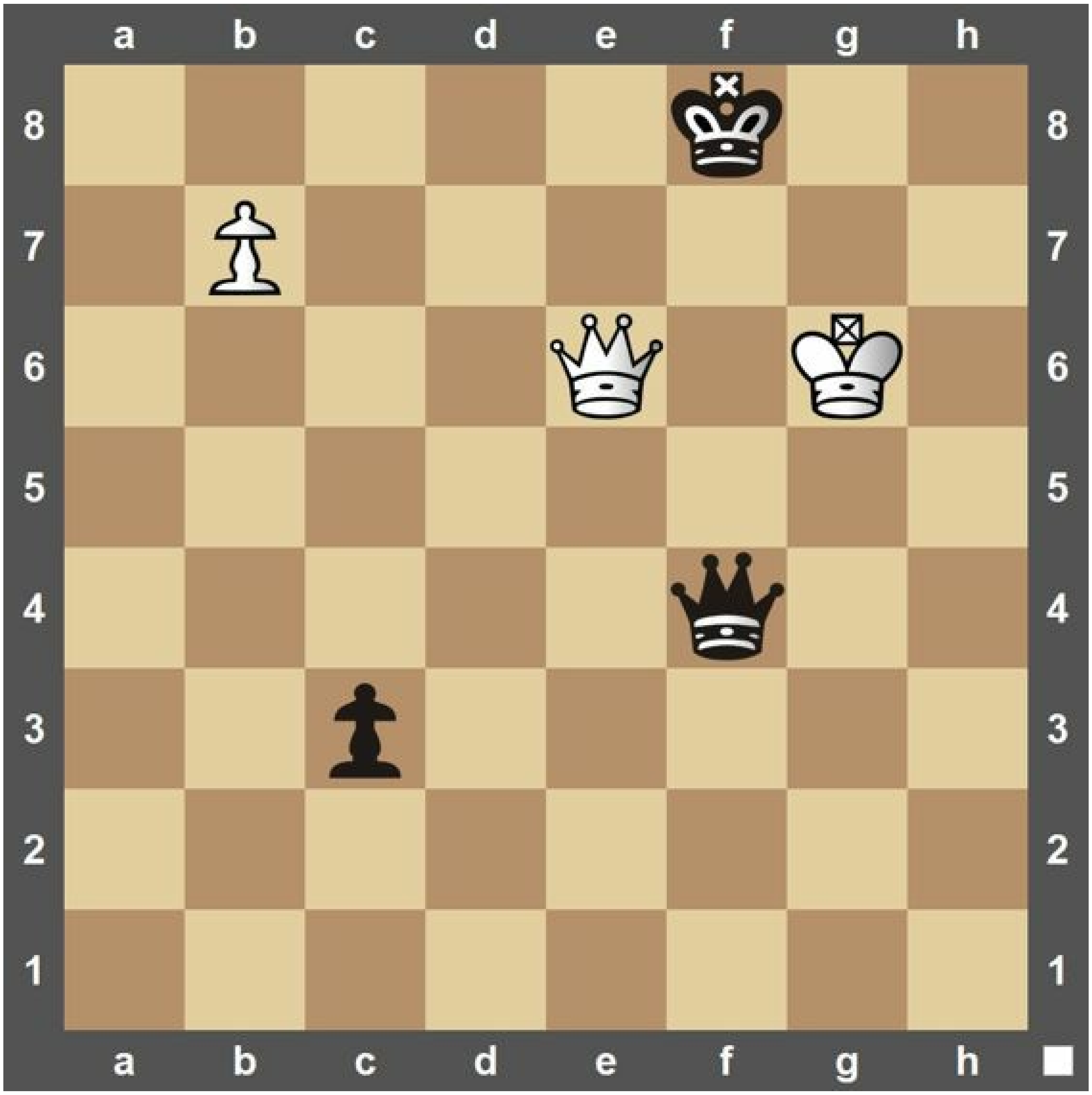
53: White to move.

[Answers]


a
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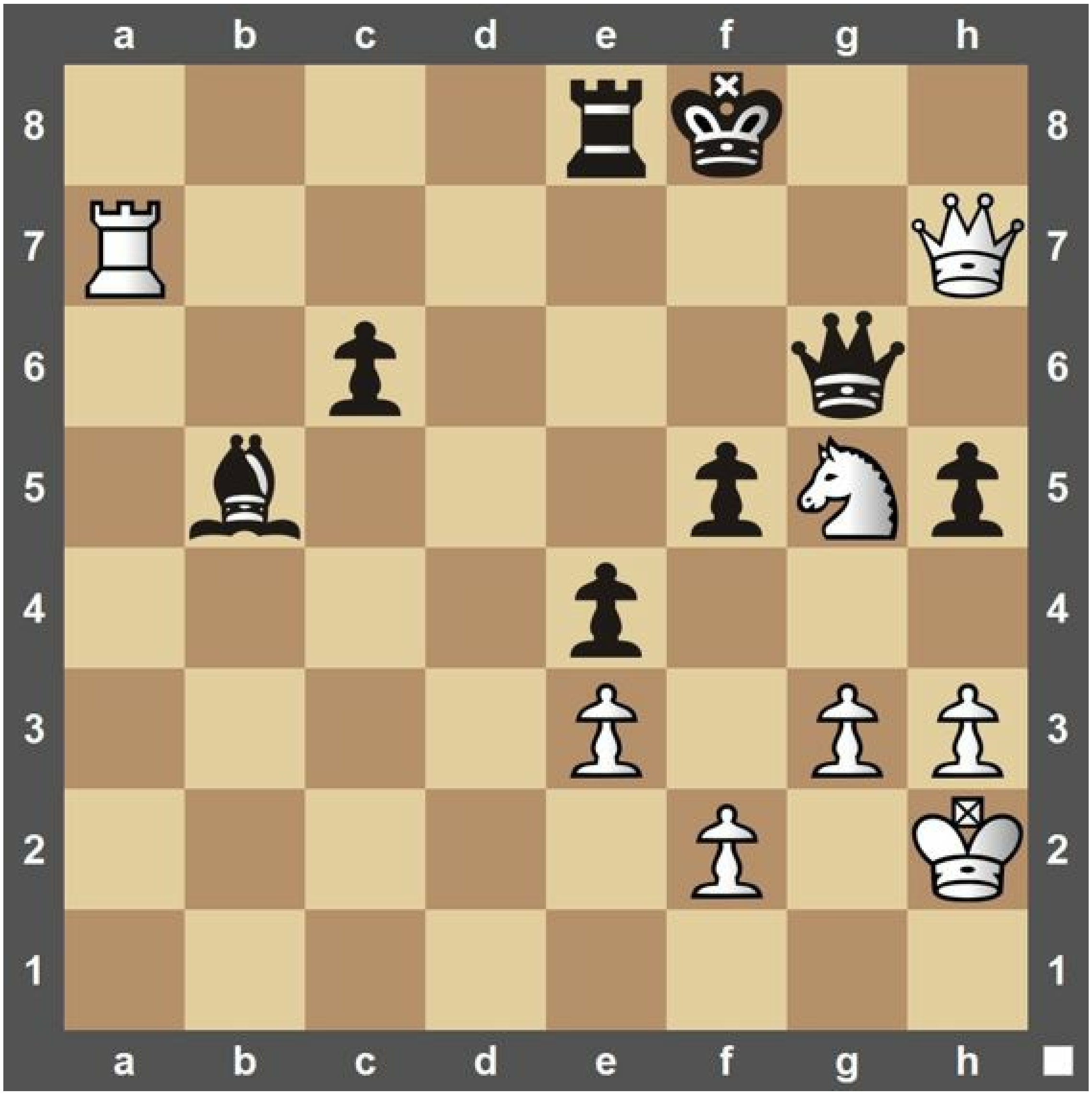
1

54: White to move.

[Answers]


a
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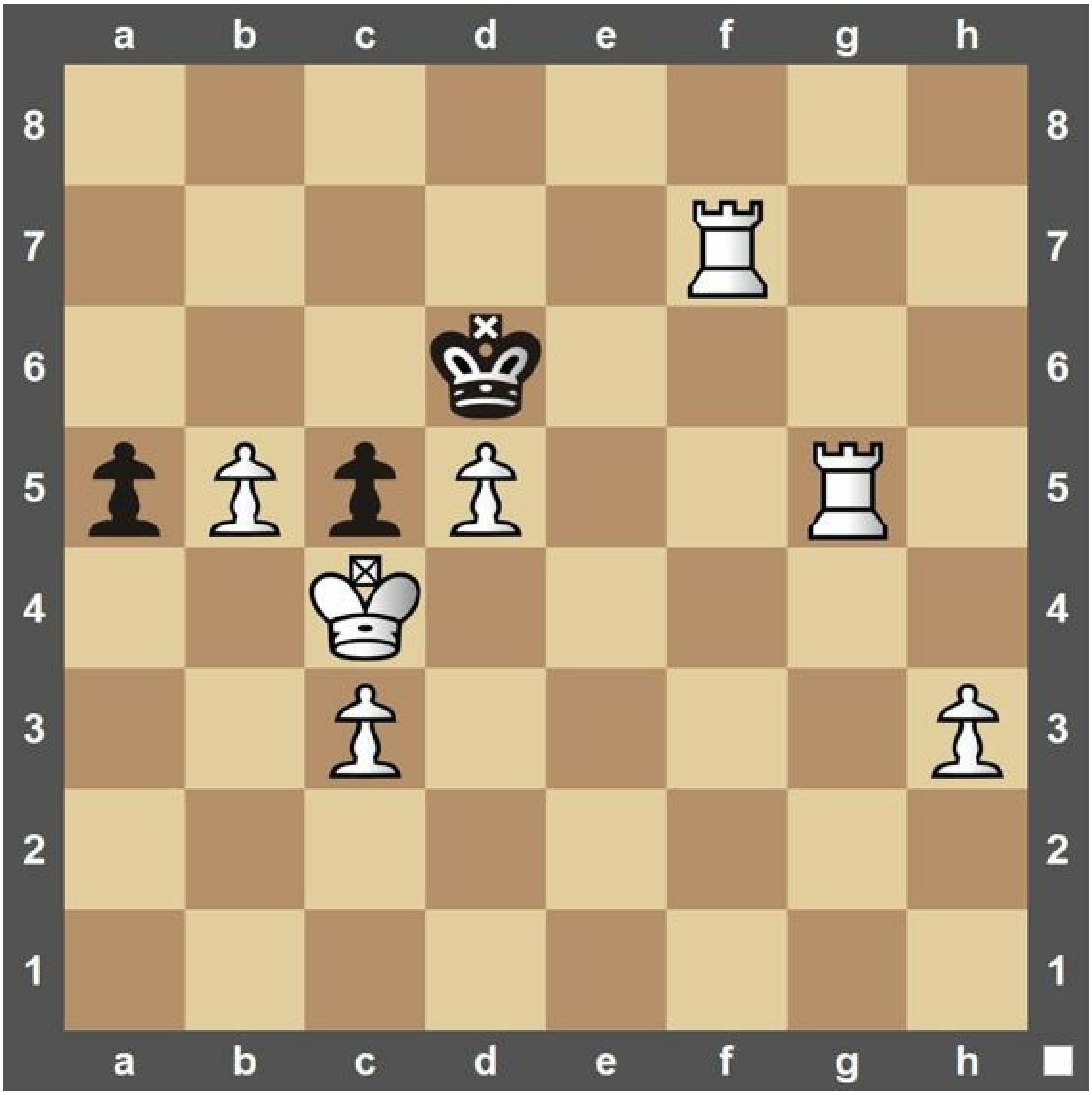
4
3
2
1

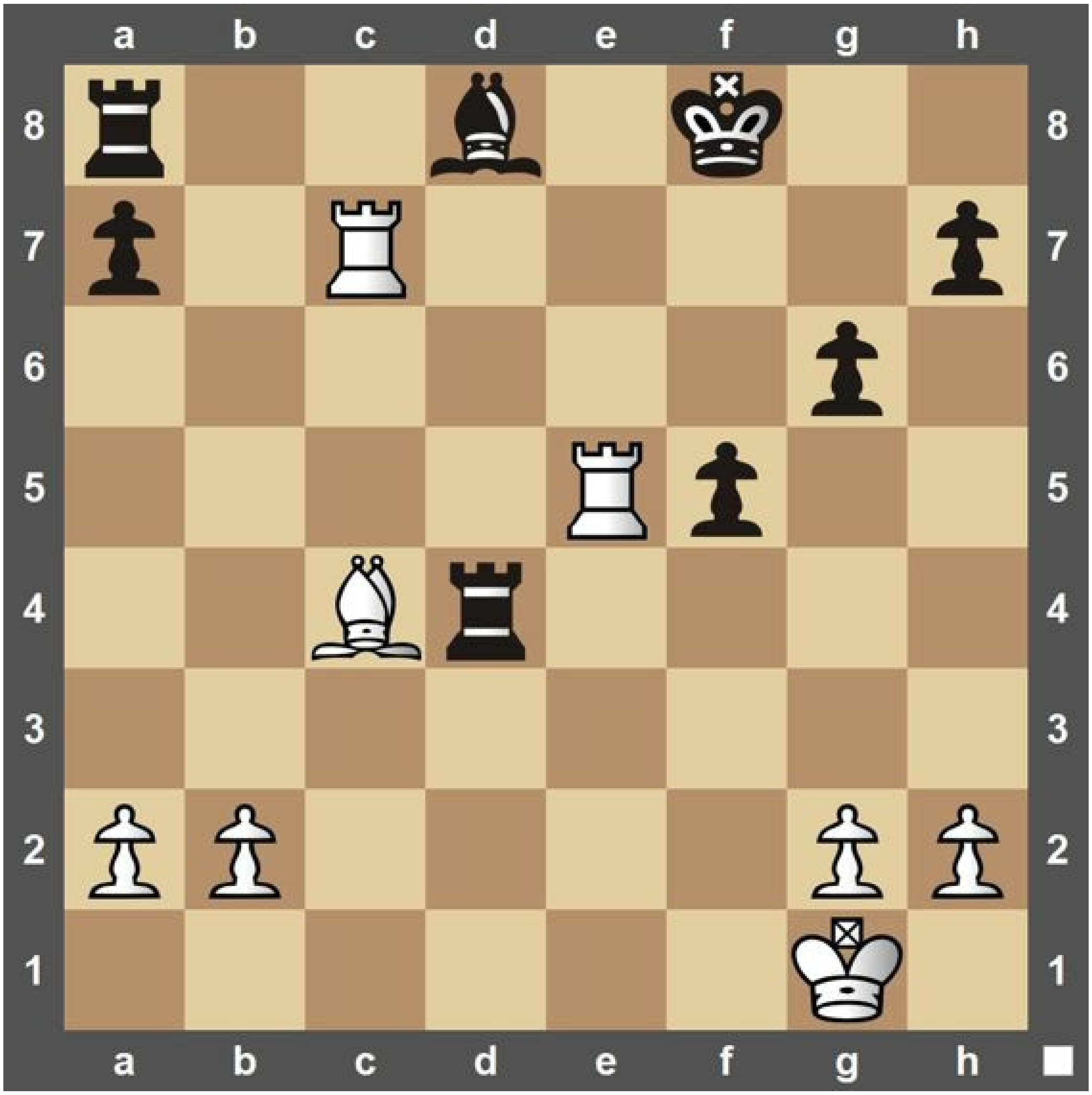
55: White to move.

[Answers]



56: White to move.

[Answers]


a
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2
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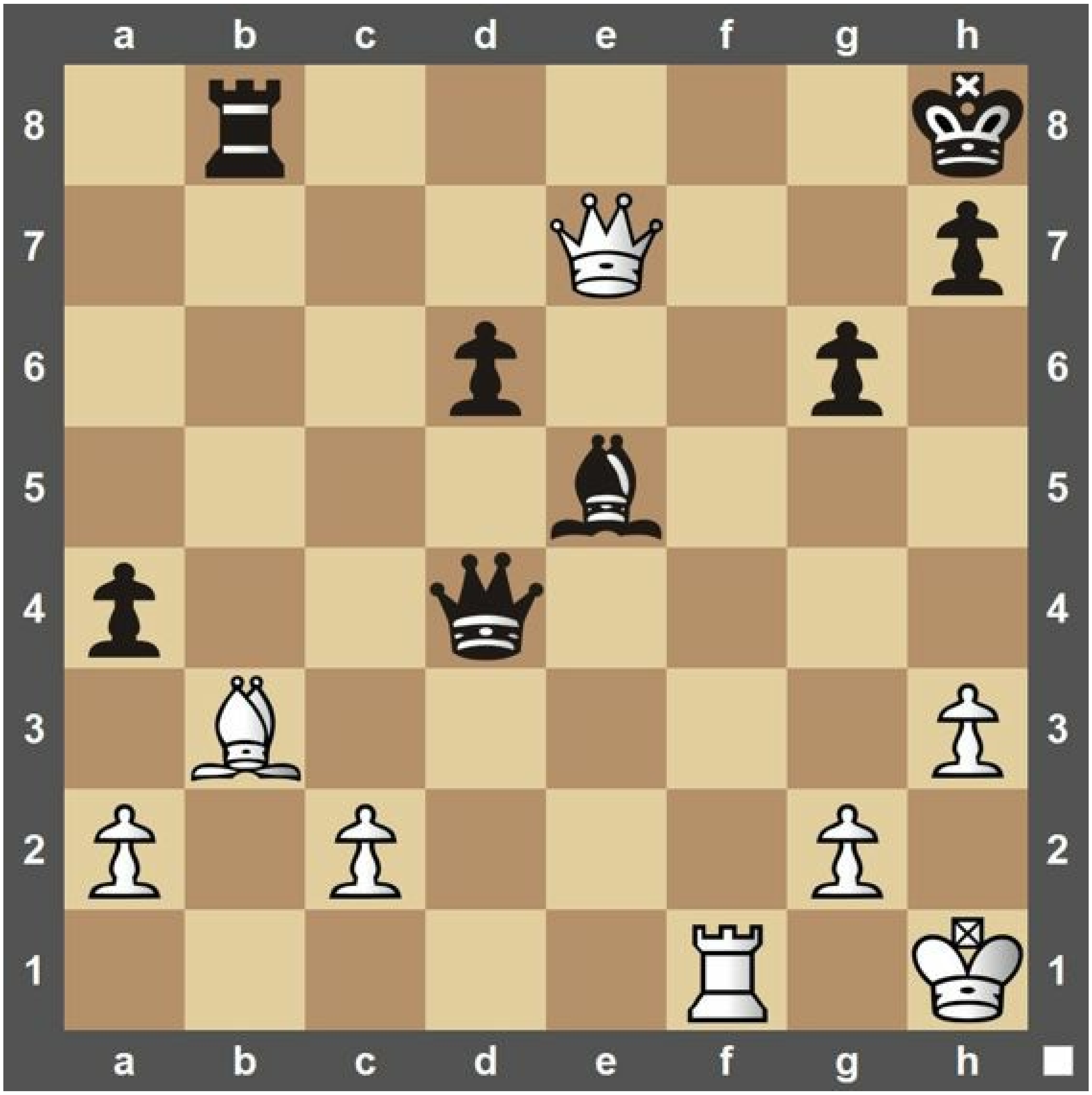
57: White to move.

[Answers]


a
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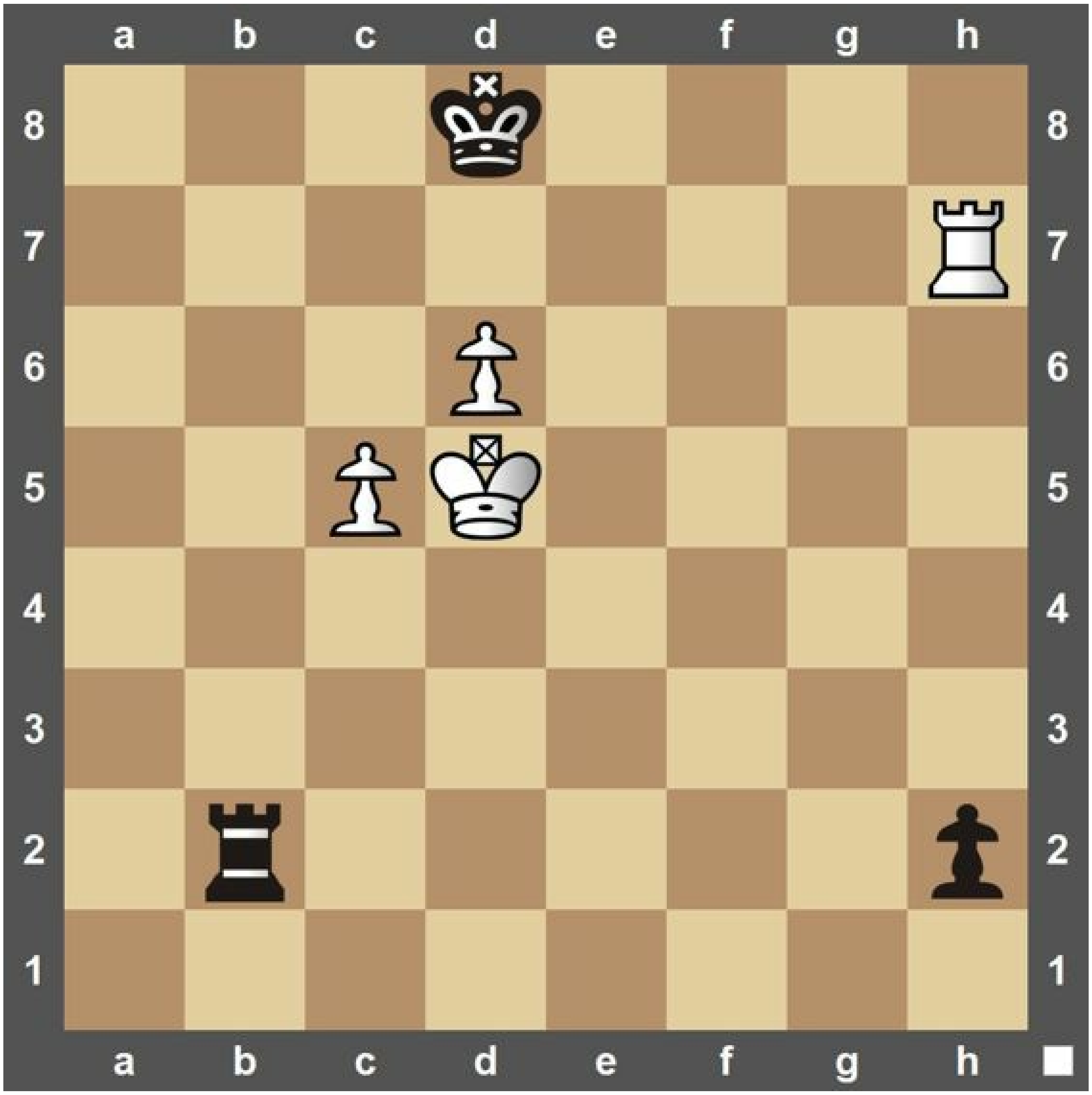
58: White to move.

[Answers]


a
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4
3
2
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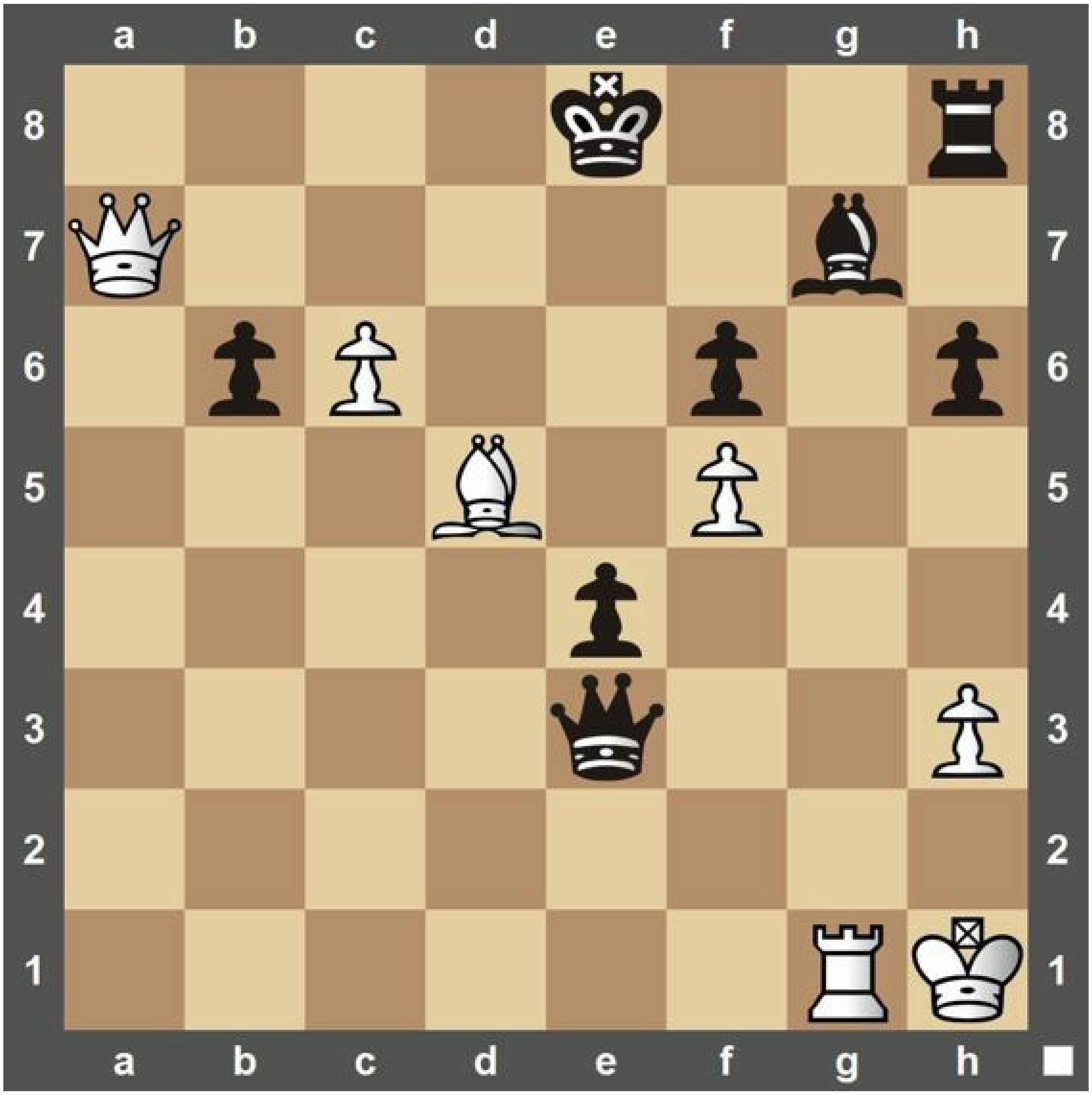
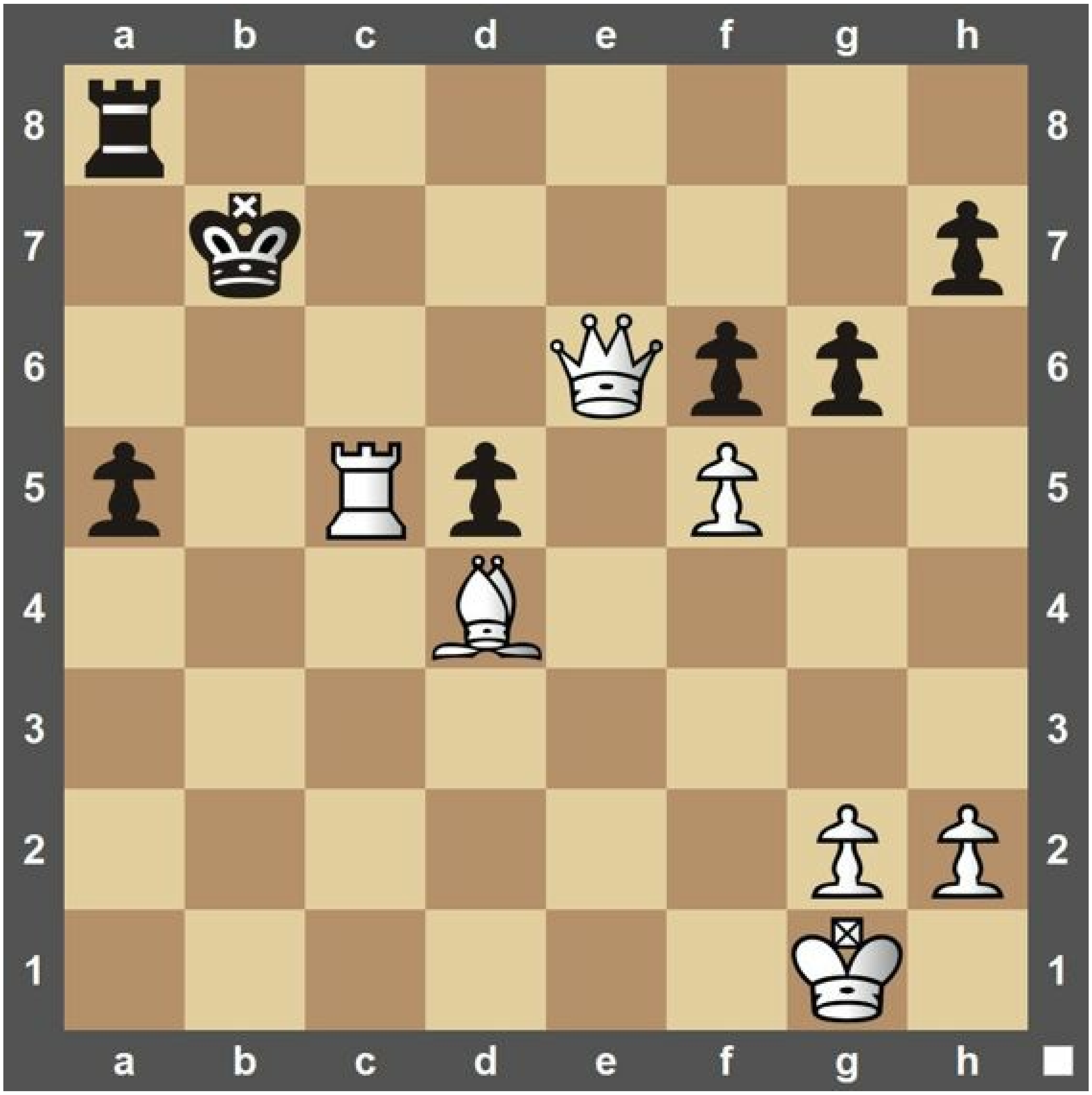
59: White to move.

[Answers]



60: White to move.

[Answers]


a
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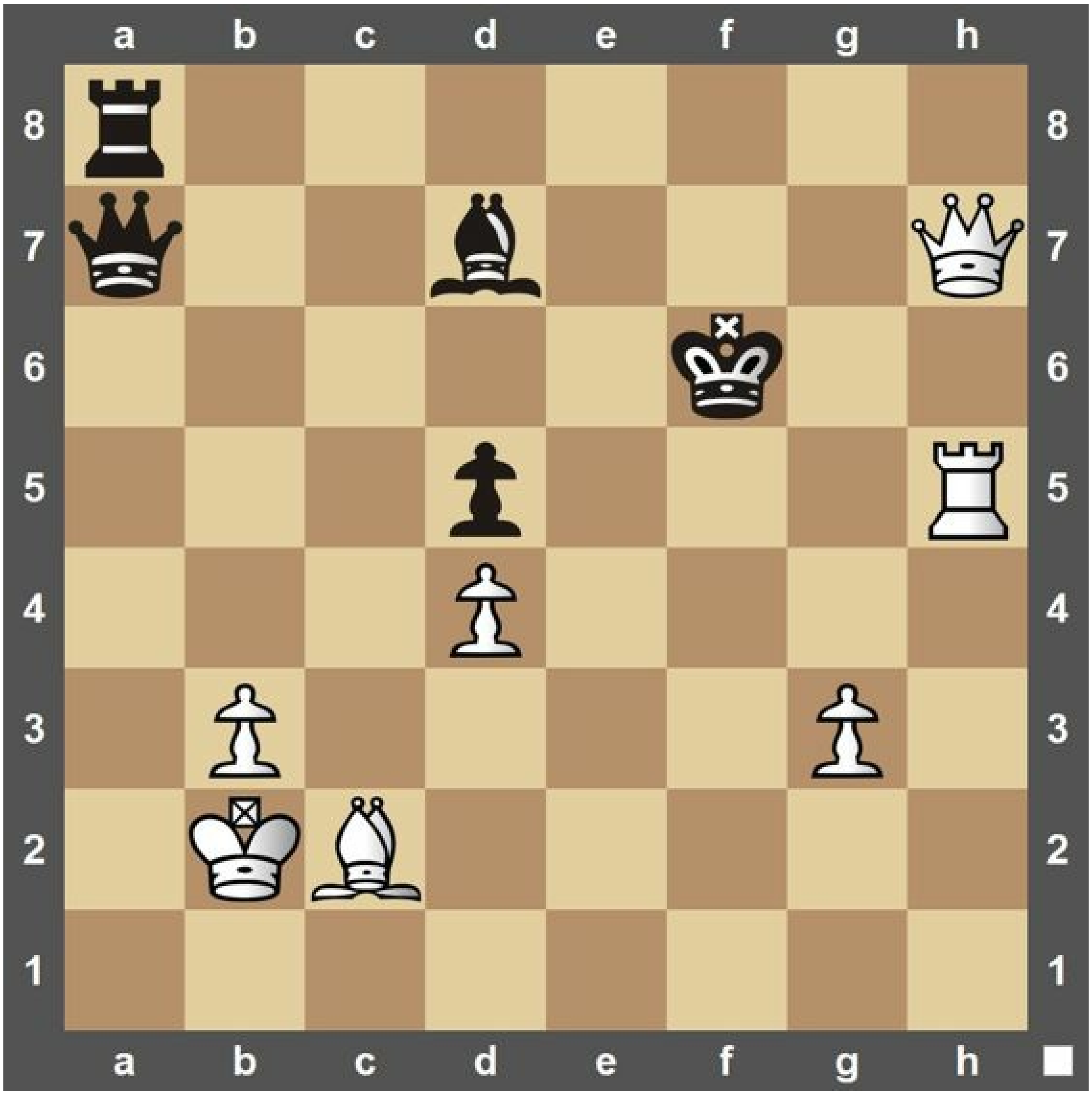
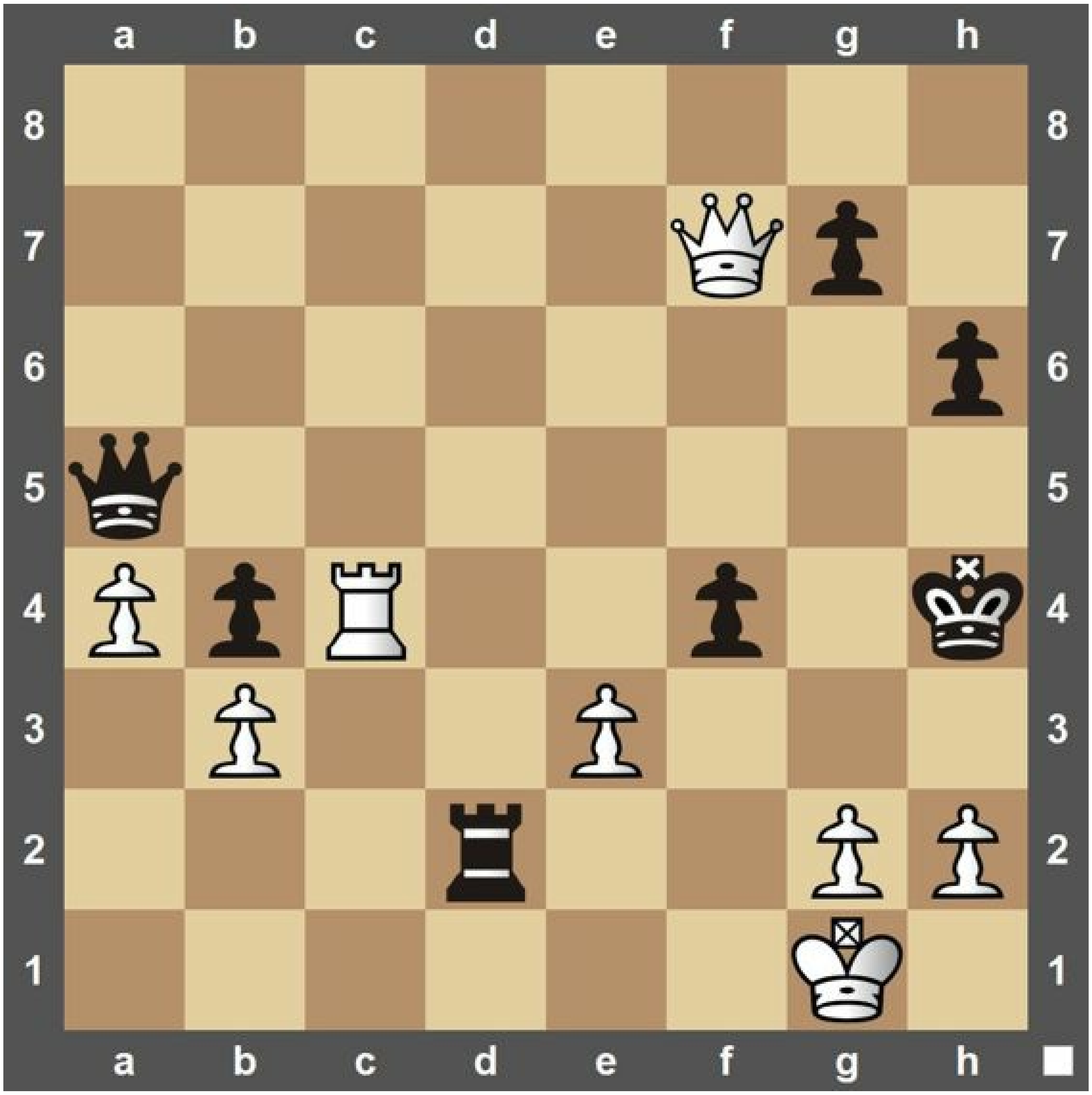
61: White to move.

[Answers]


a b c d e f g h
8 7 6 5 4 3 2 1

62: White to move.

[Answers]


a
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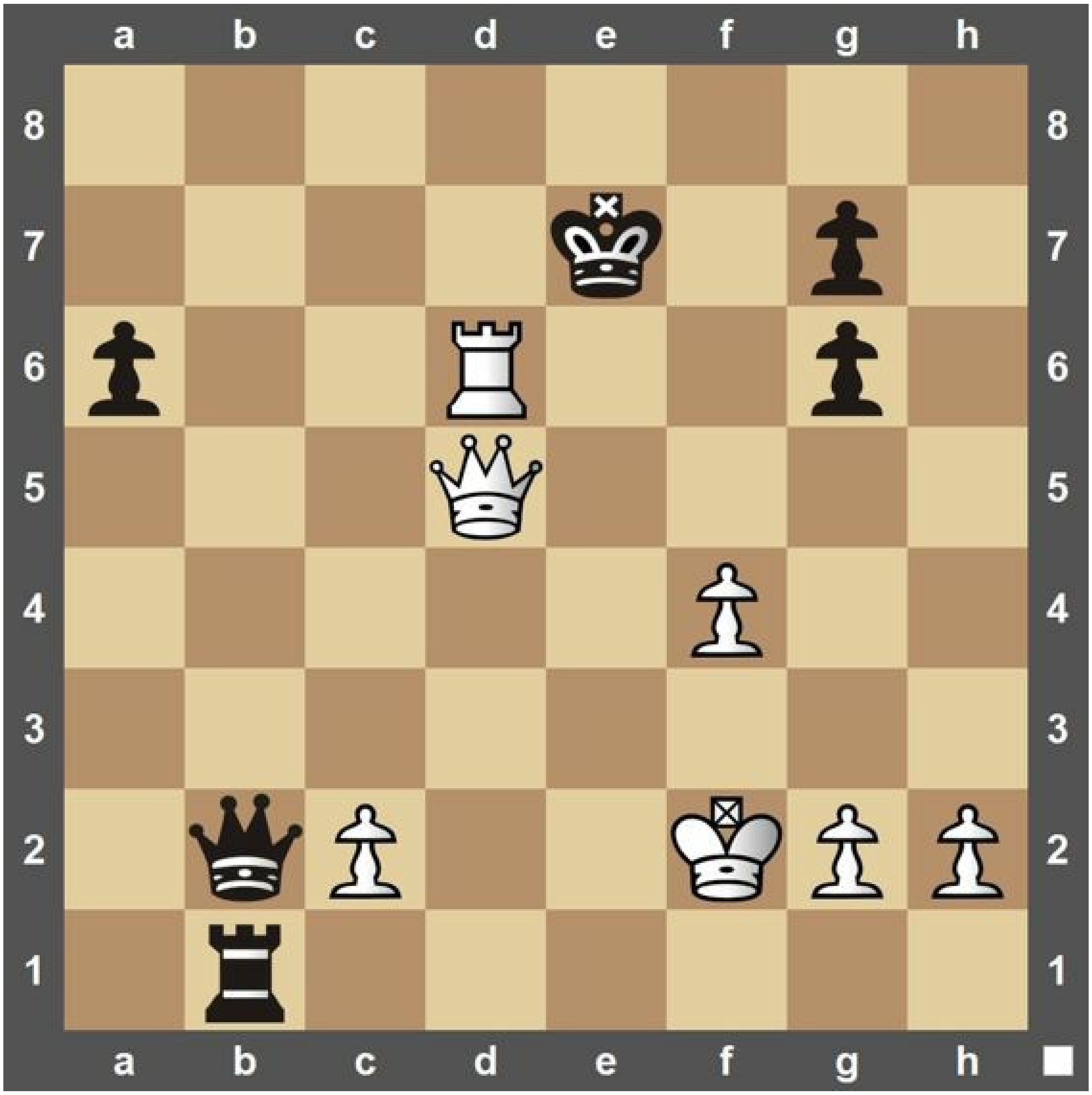
63: White to move.

[Answers]


a
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8
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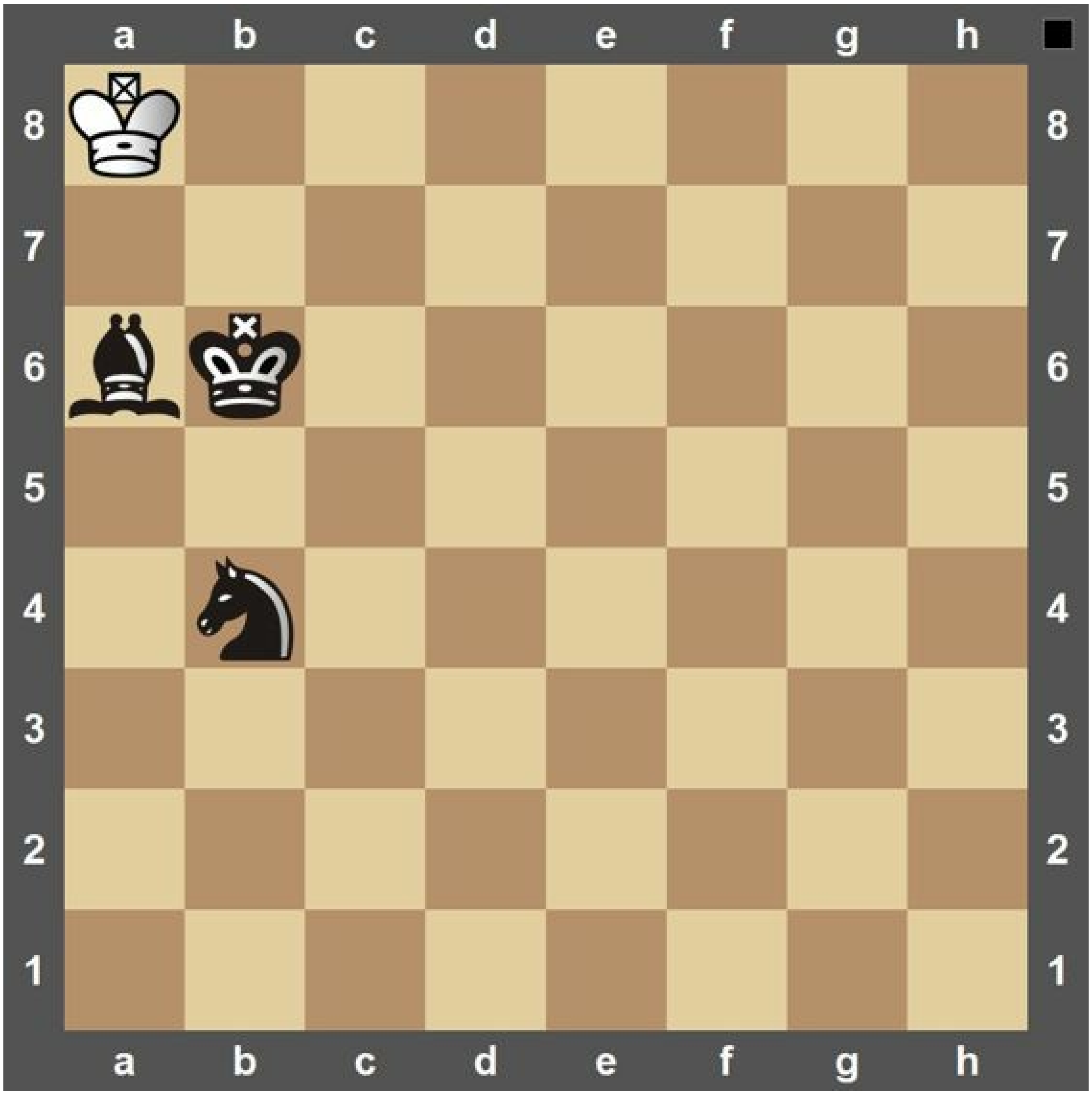
6
5
4
3
2
1

64: White to move.

[Answers]


a
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8
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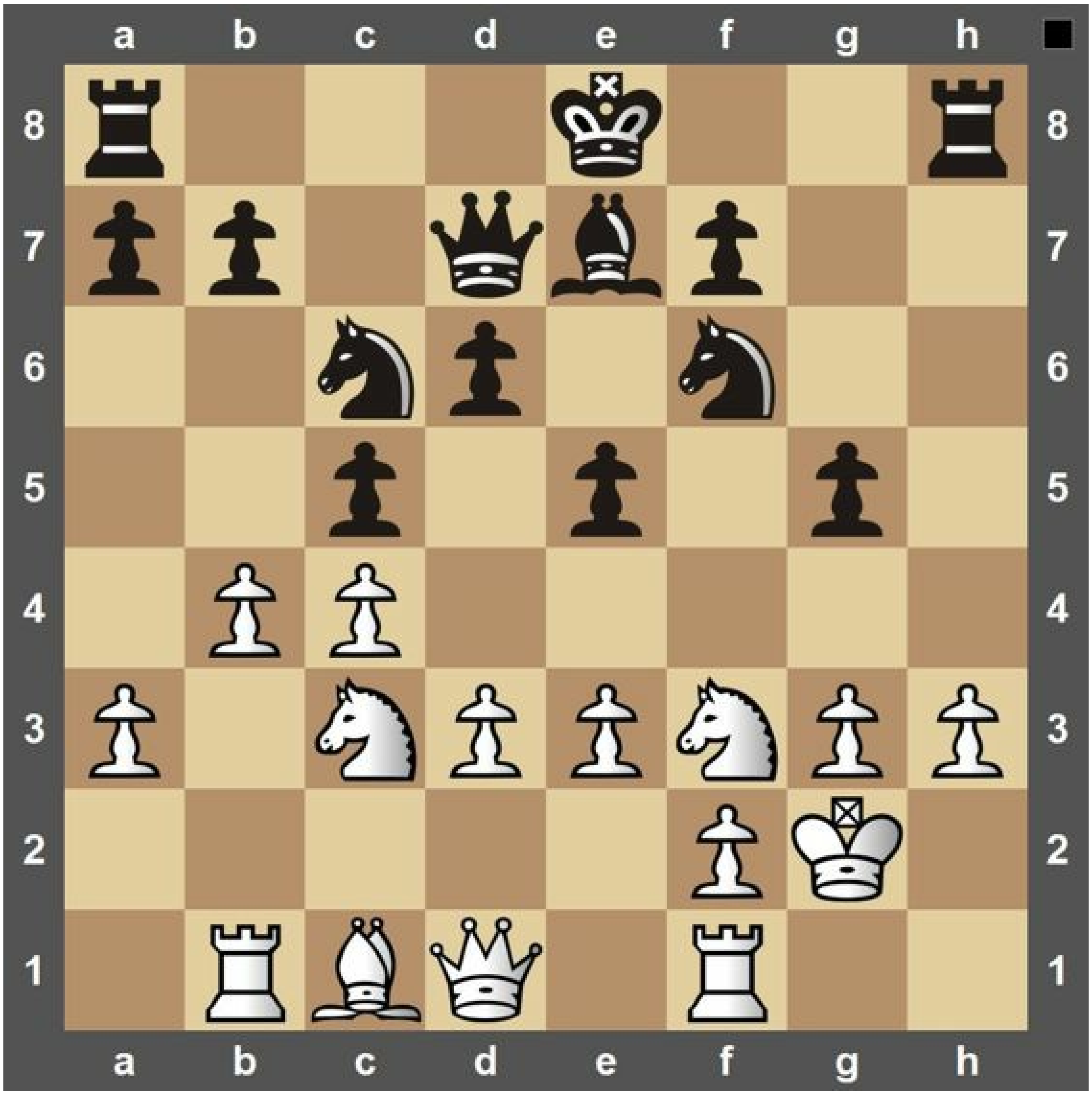
4
3
2
1

65: Black to move.

[Answers]


a
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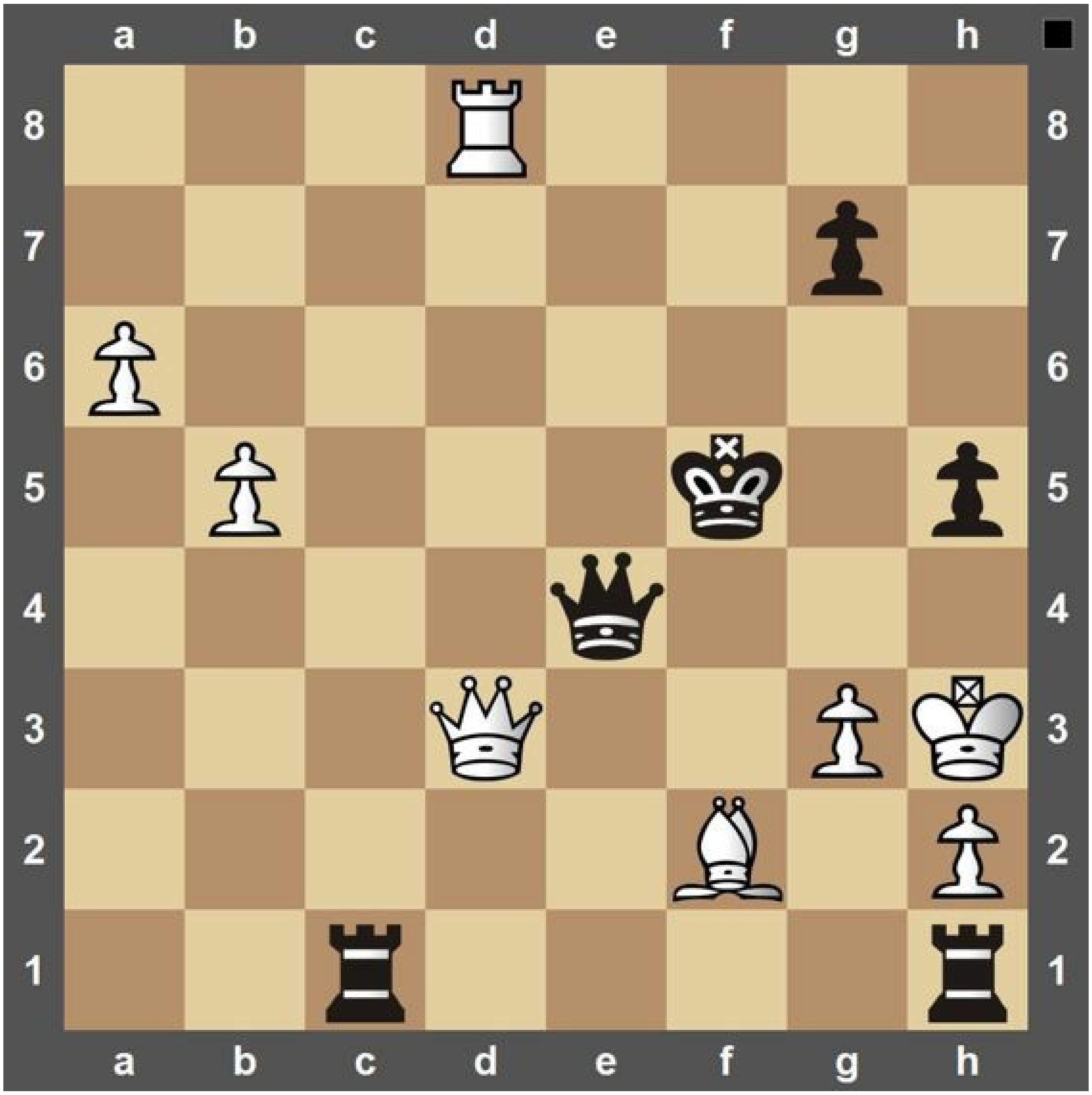
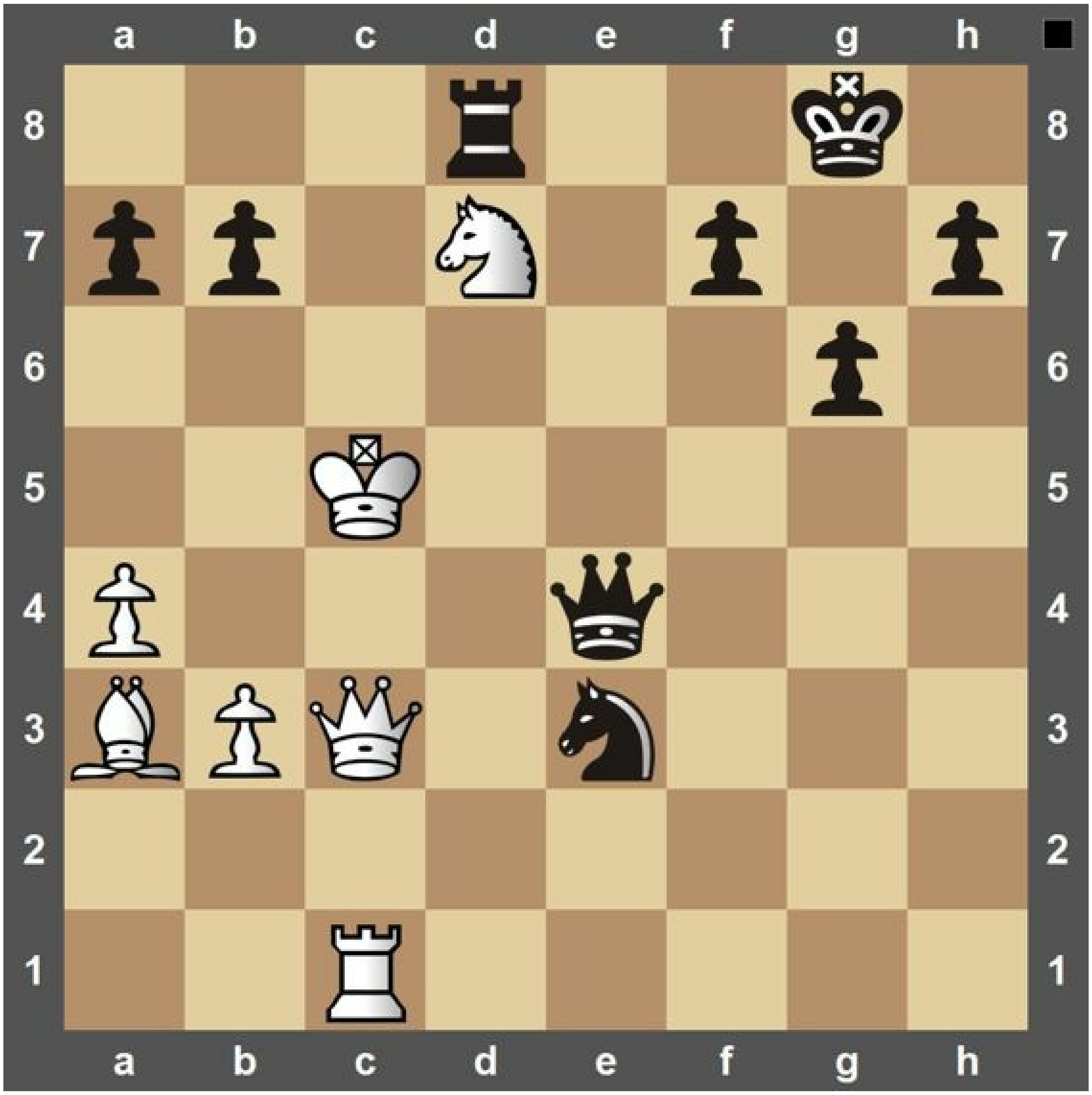
66: Black to move.

[Answers]



67: Black to move.

[Answers]


a
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3
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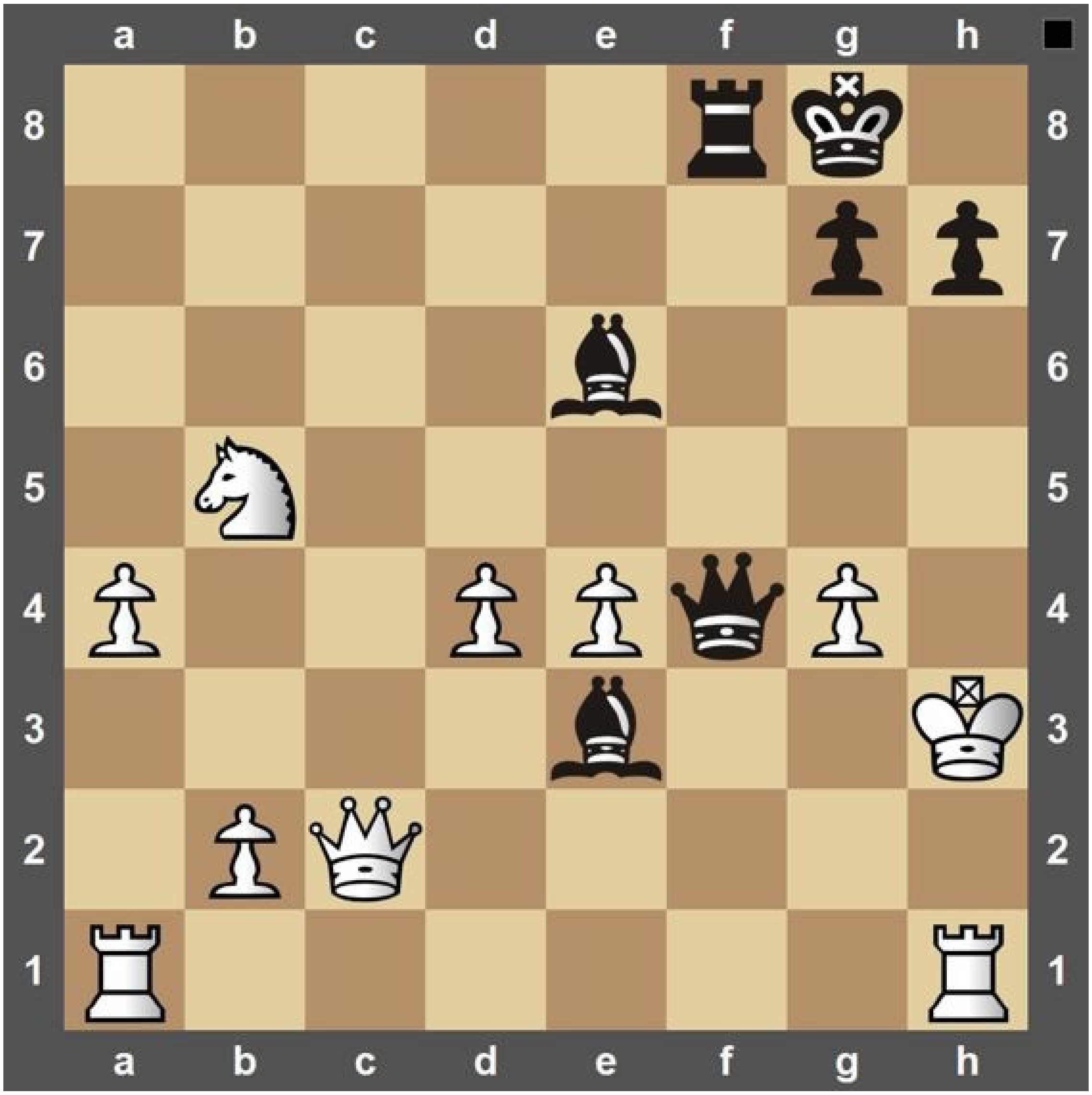
1

68: Black to move.

[Answers]


a
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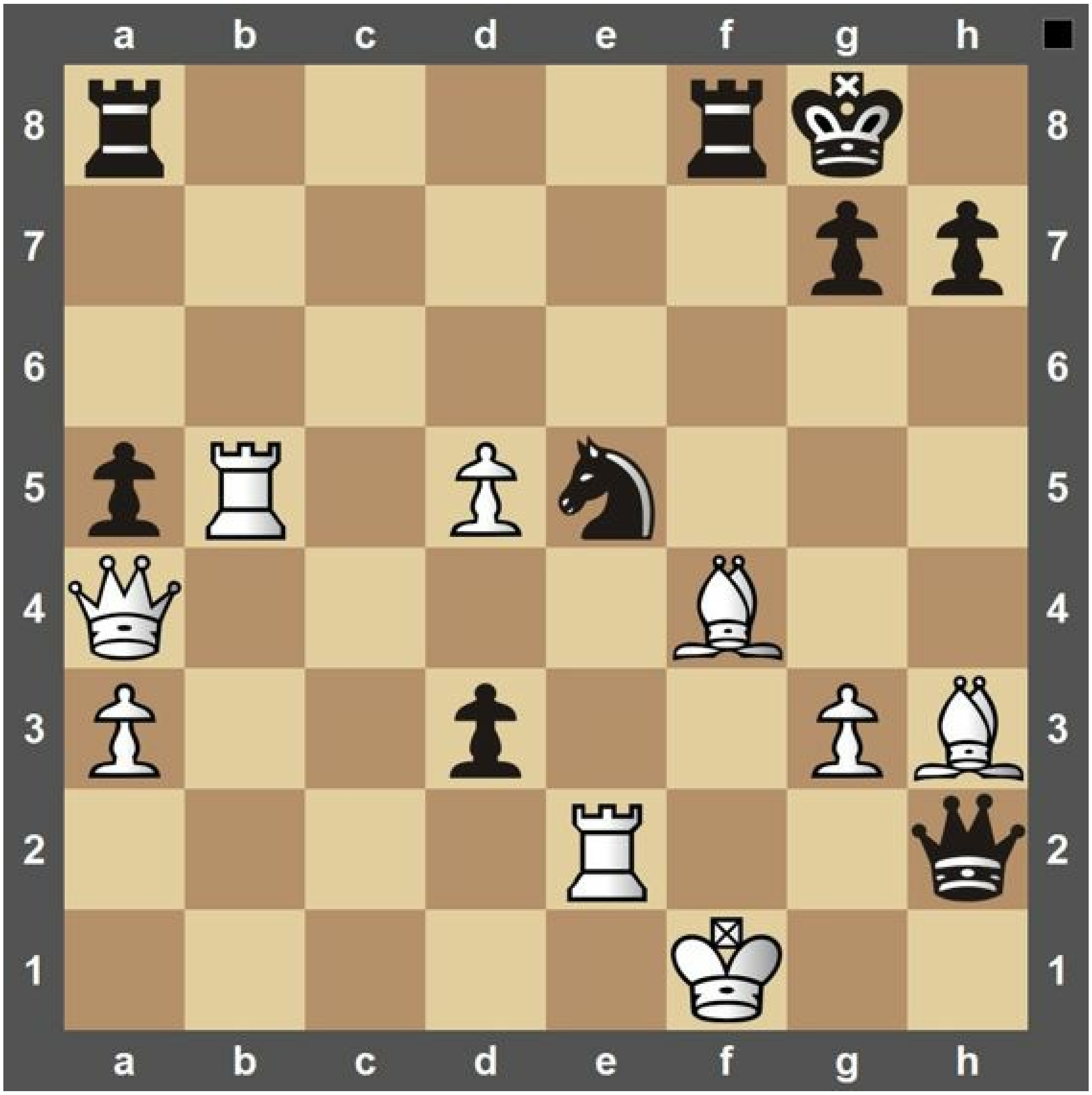
5
4
3
2
1

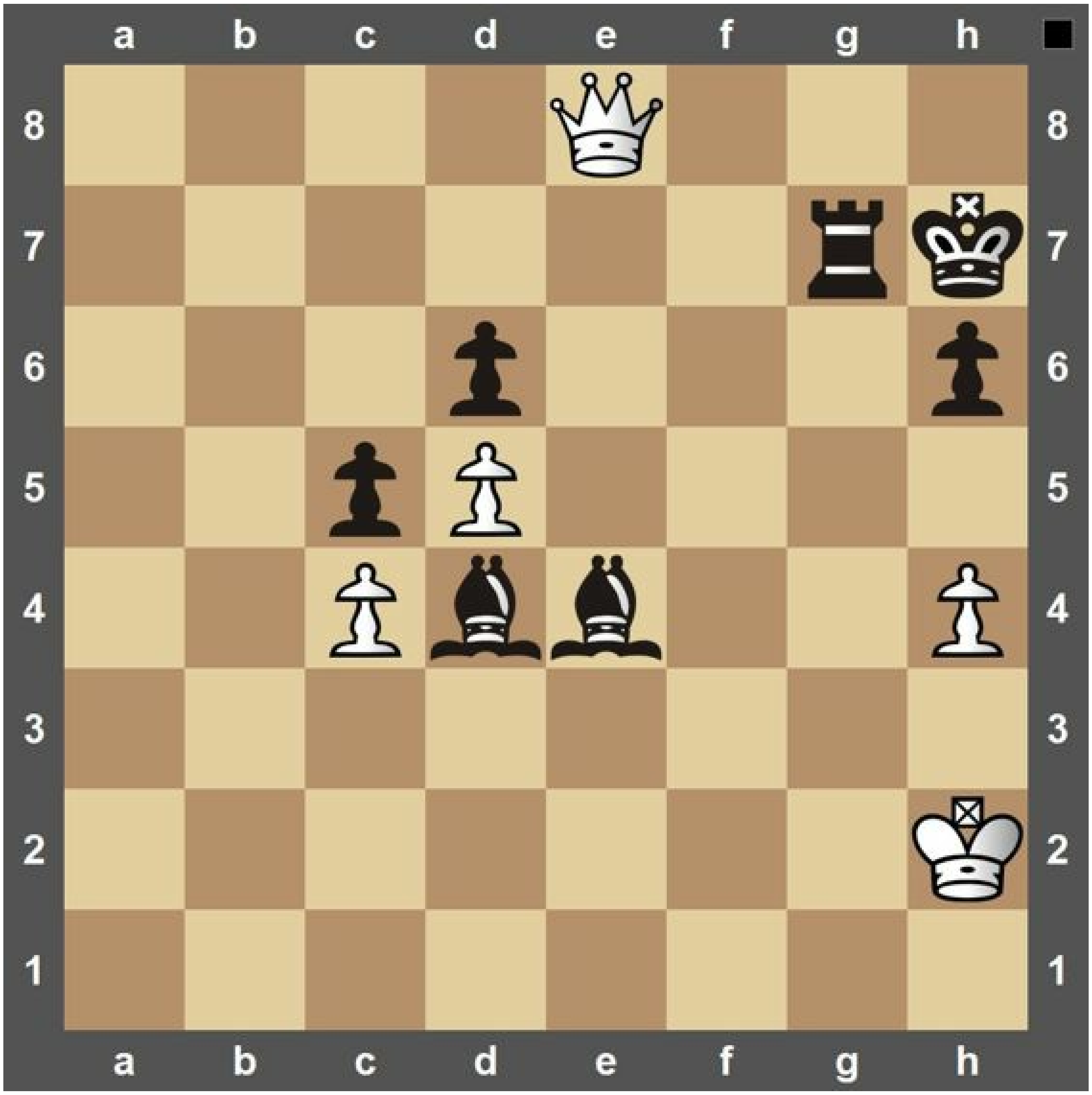
69: Black to move.

[Answers]



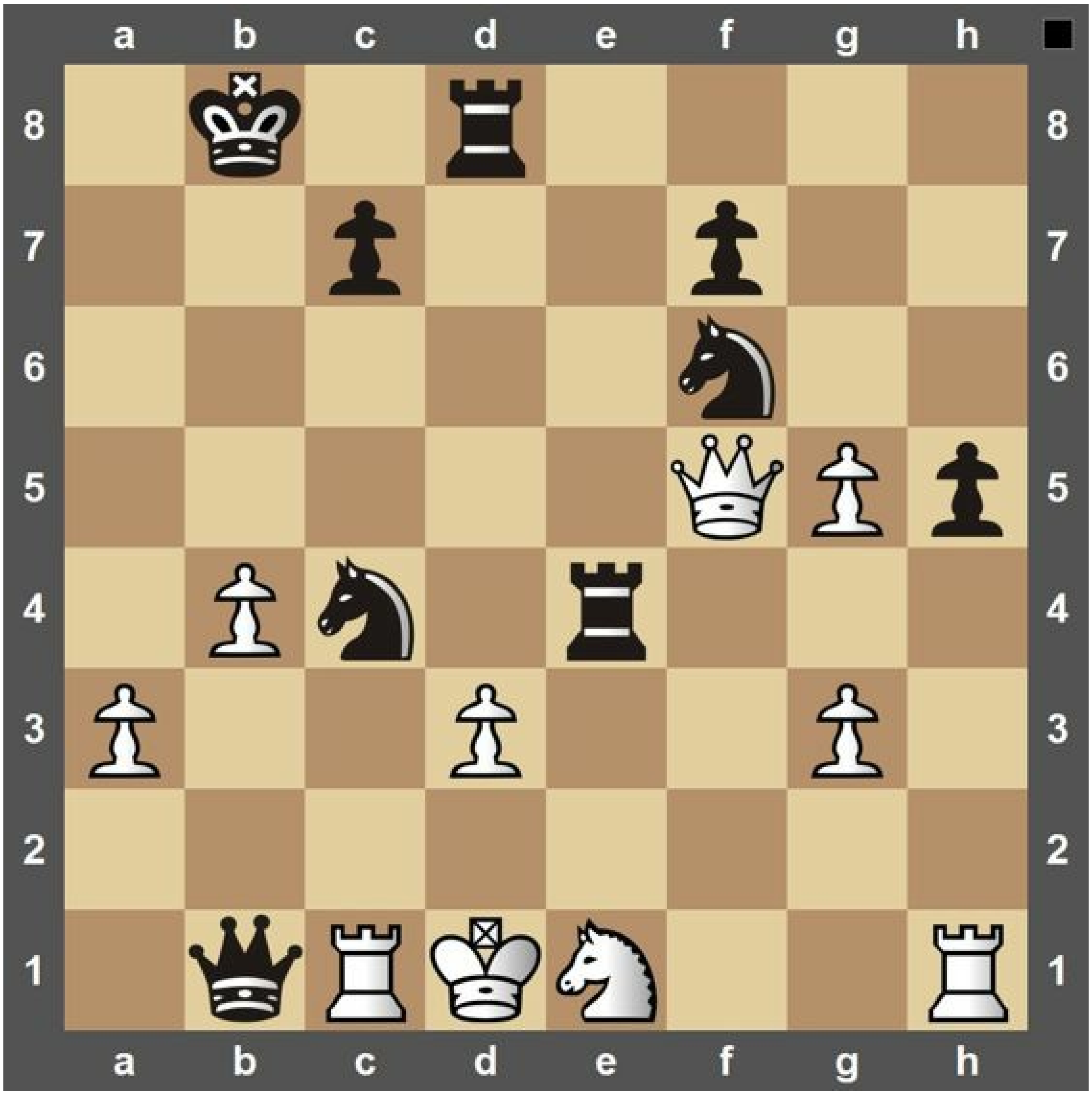
70: Black to move.

[Answers]



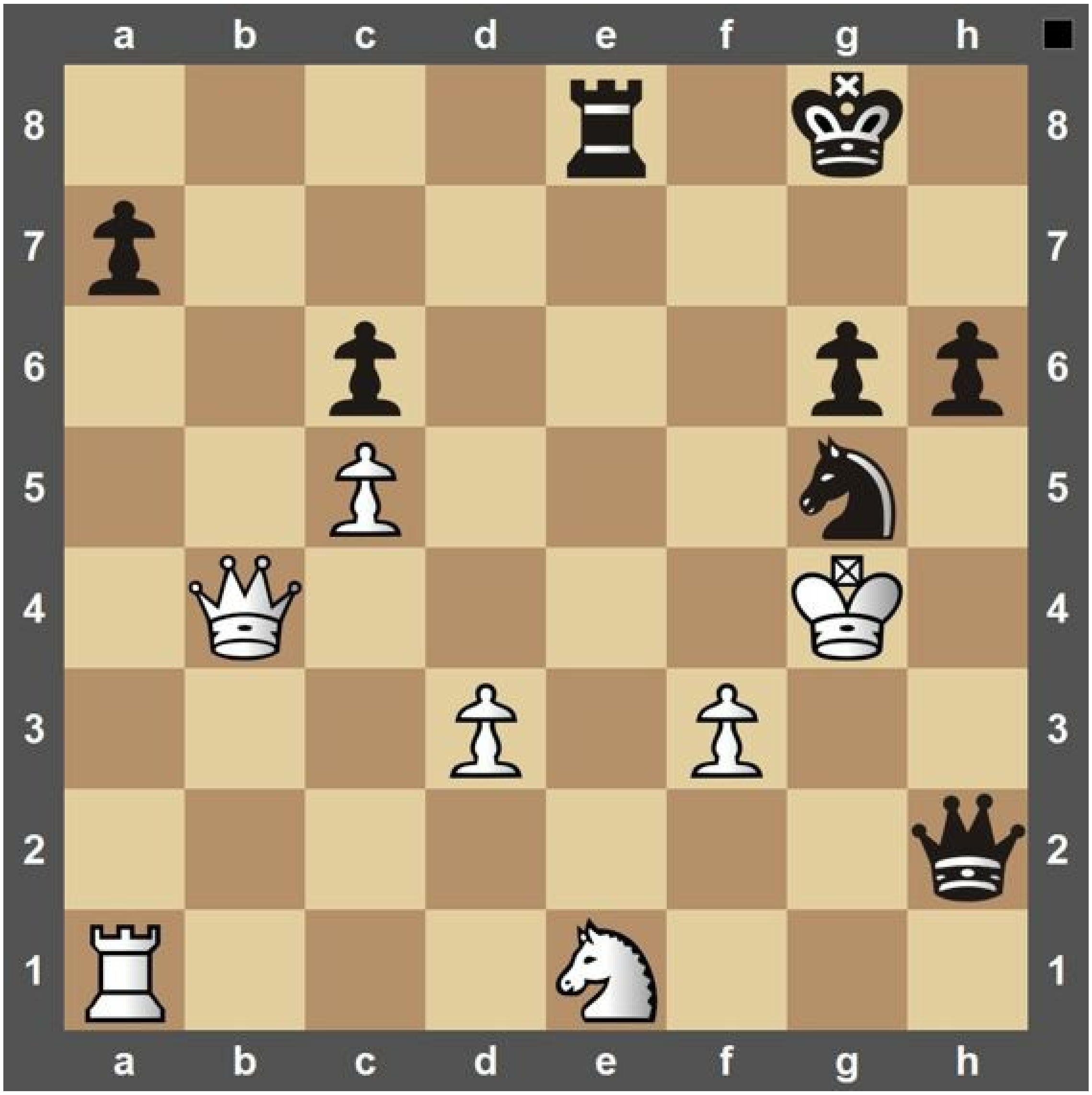
71: Black to move.

[Answers]



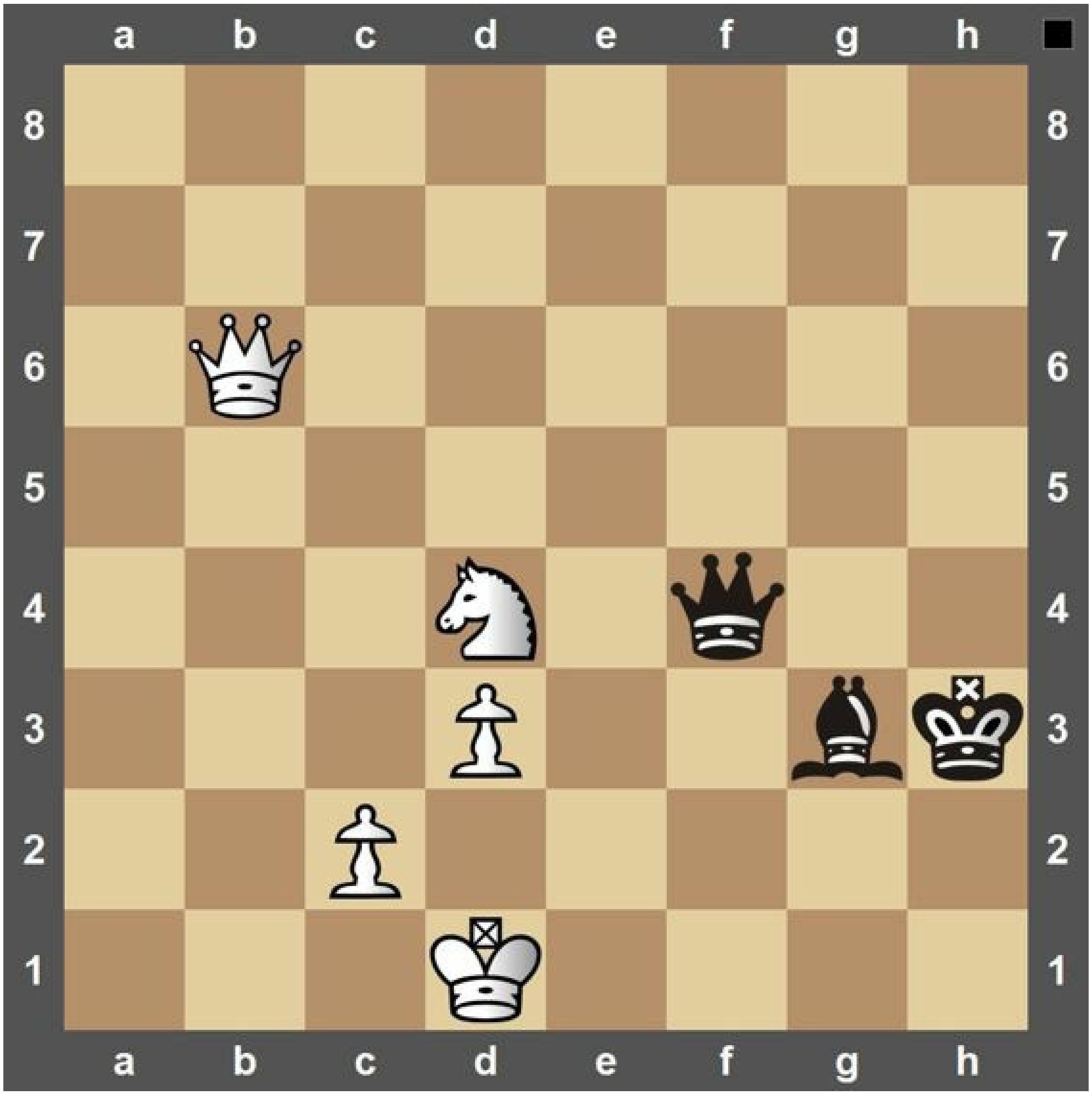
72: Black to move.

[Answers]



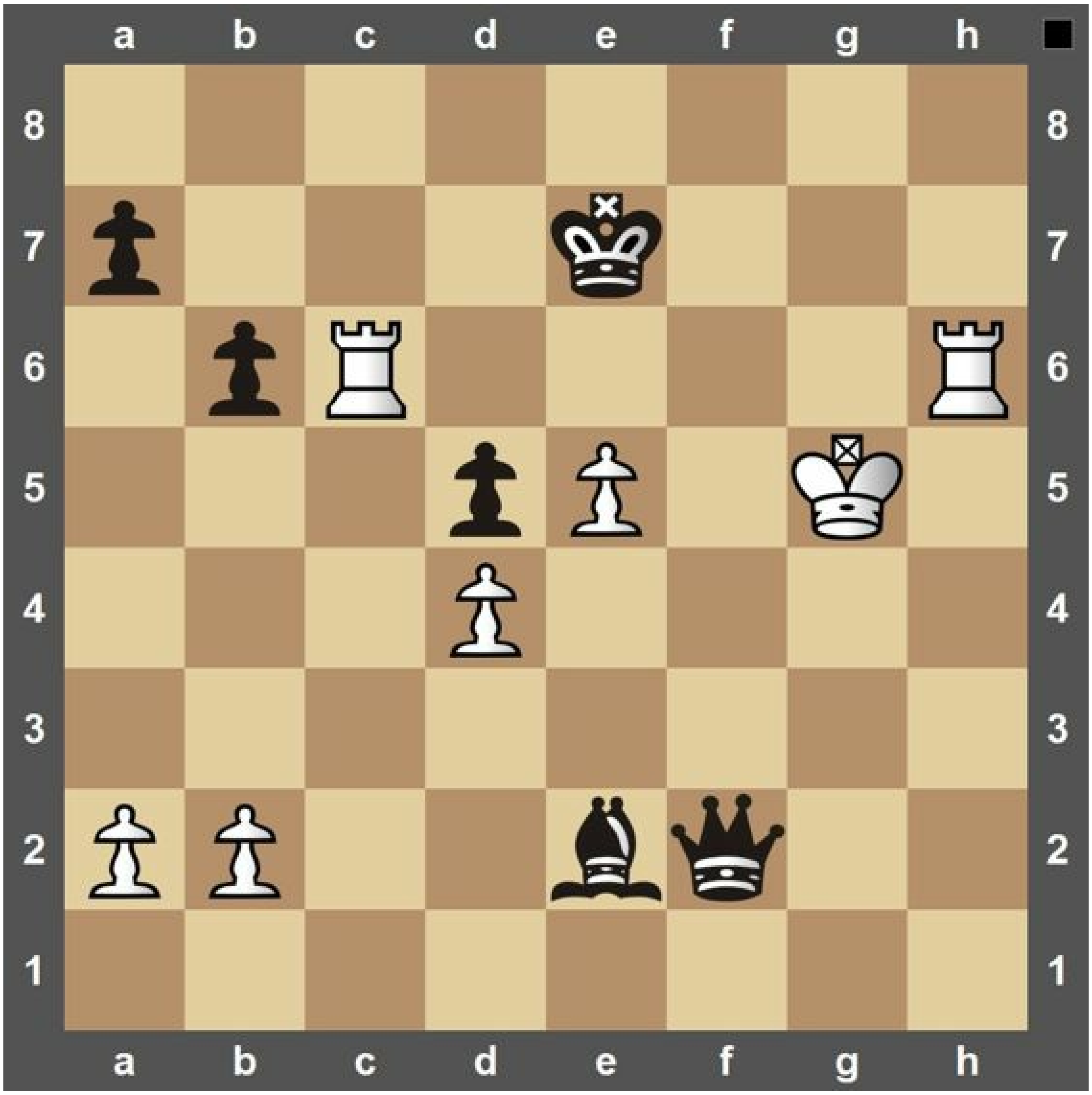
73: Black to move.

[Answers]



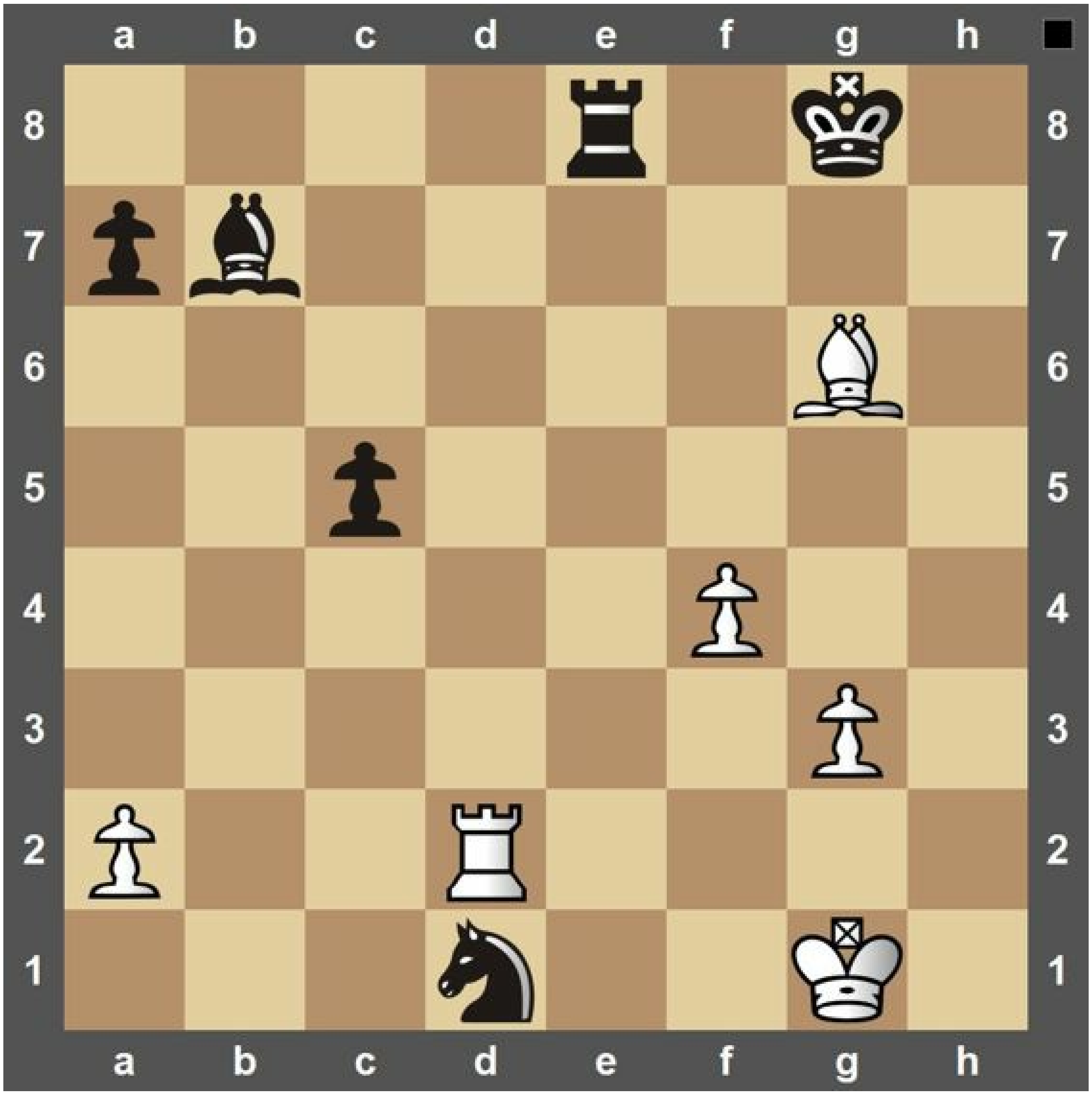
74: Black to move.

[Answers]



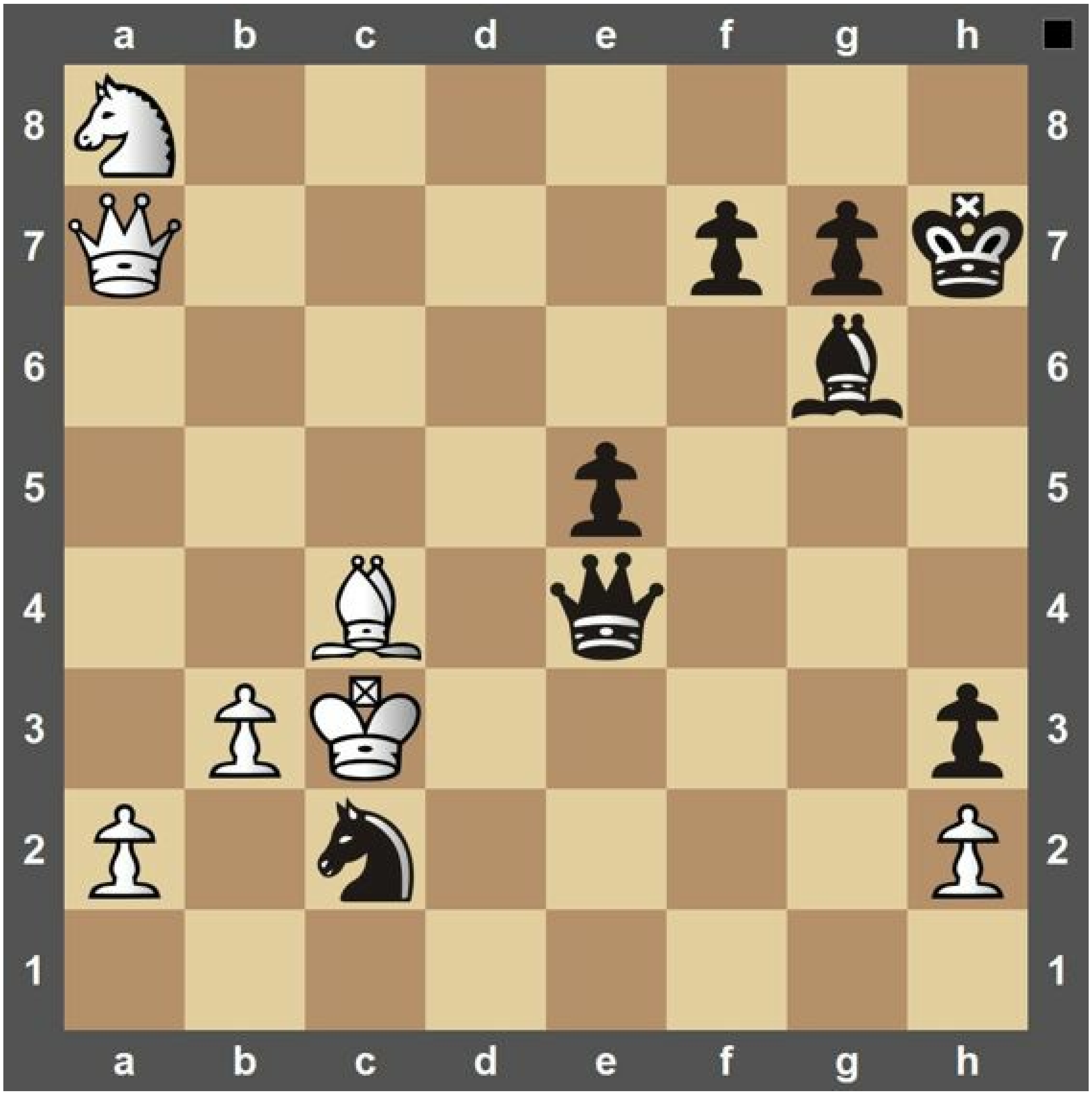
75: Black to move.

[Answers]



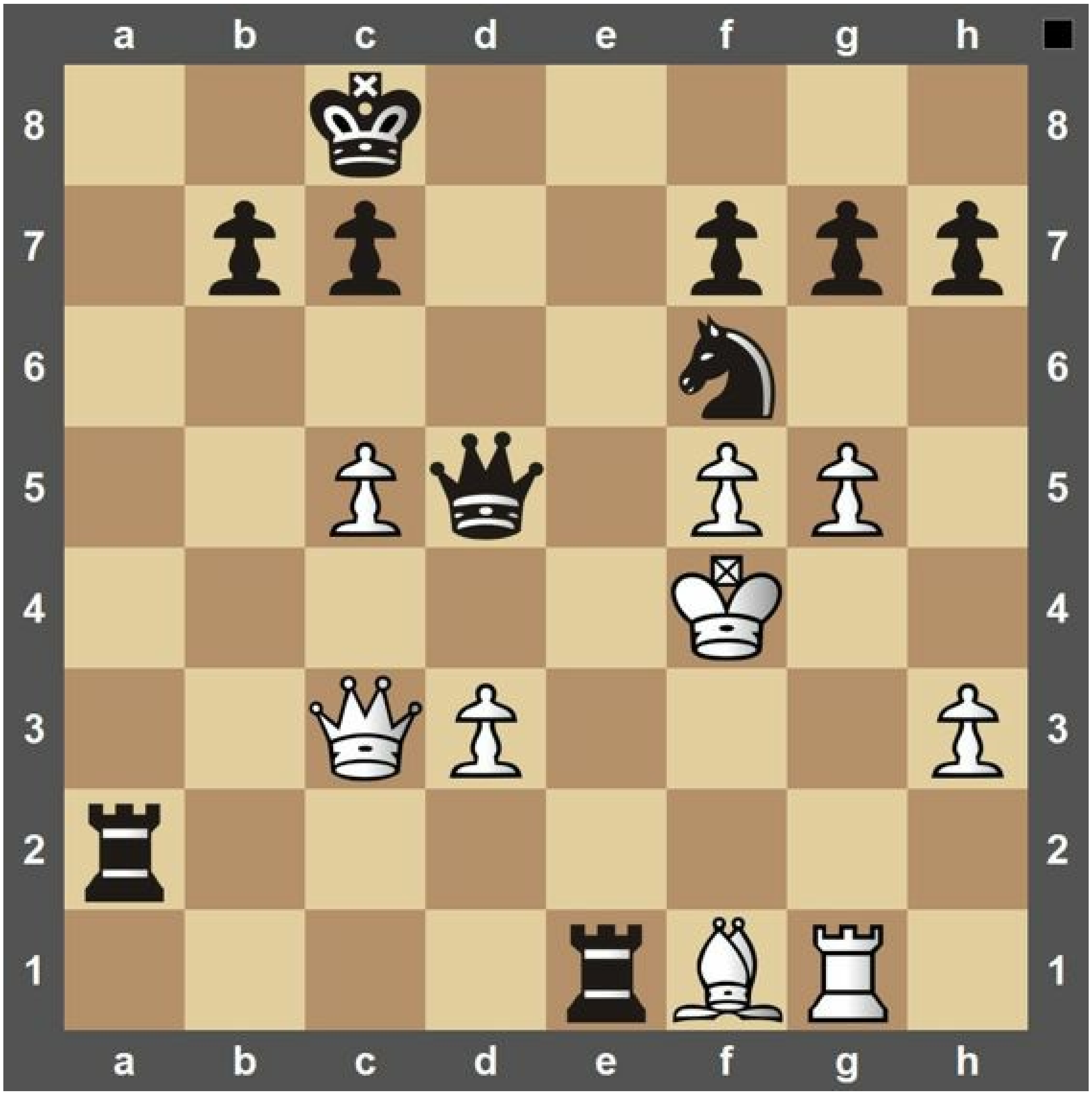
76: Black to move.

[Answers]



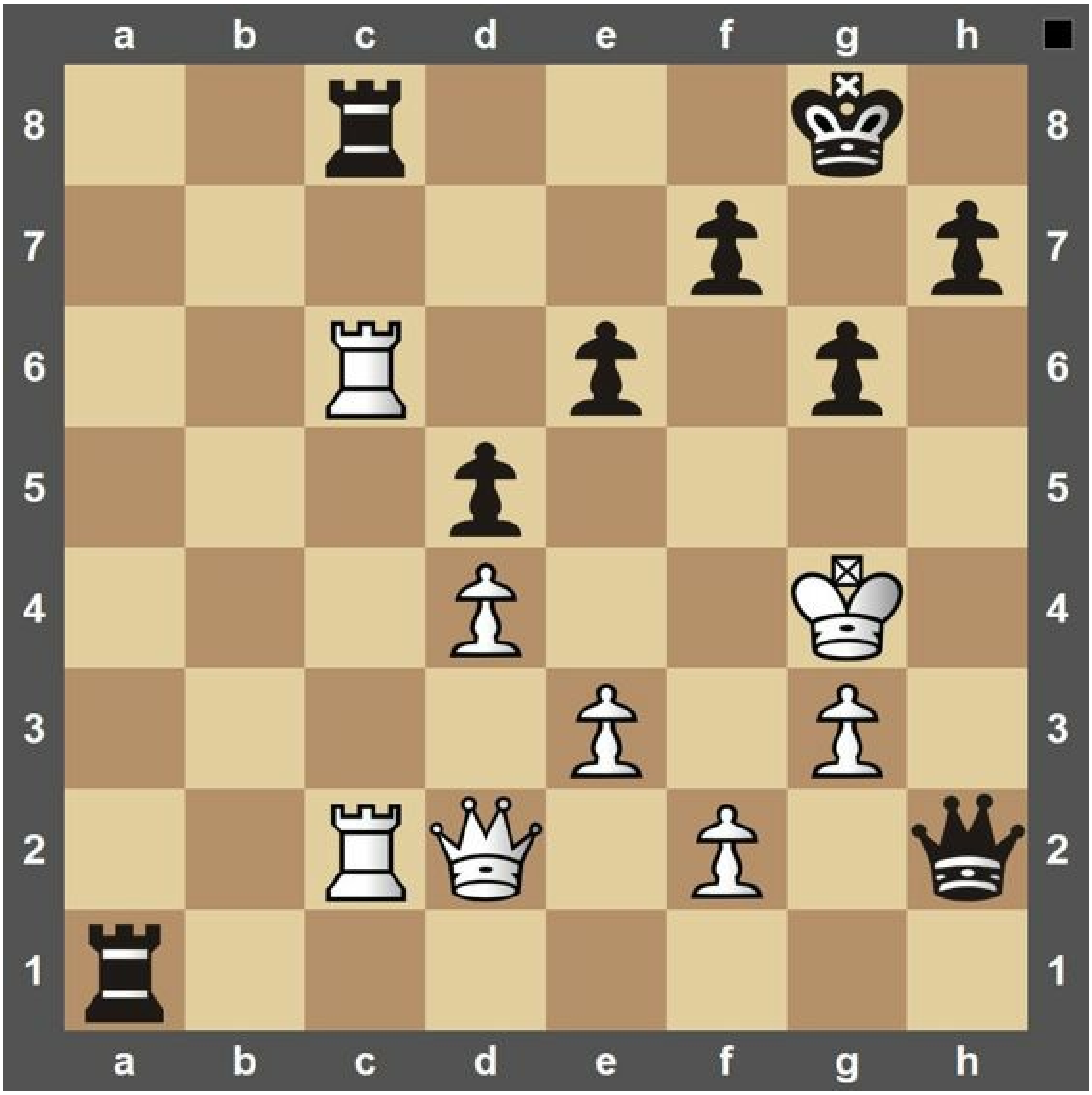
77: Black to move.

[Answers]


a b c d e f g h
8 7 6 5 4 3 2 1

78: Black to move.

[Answers]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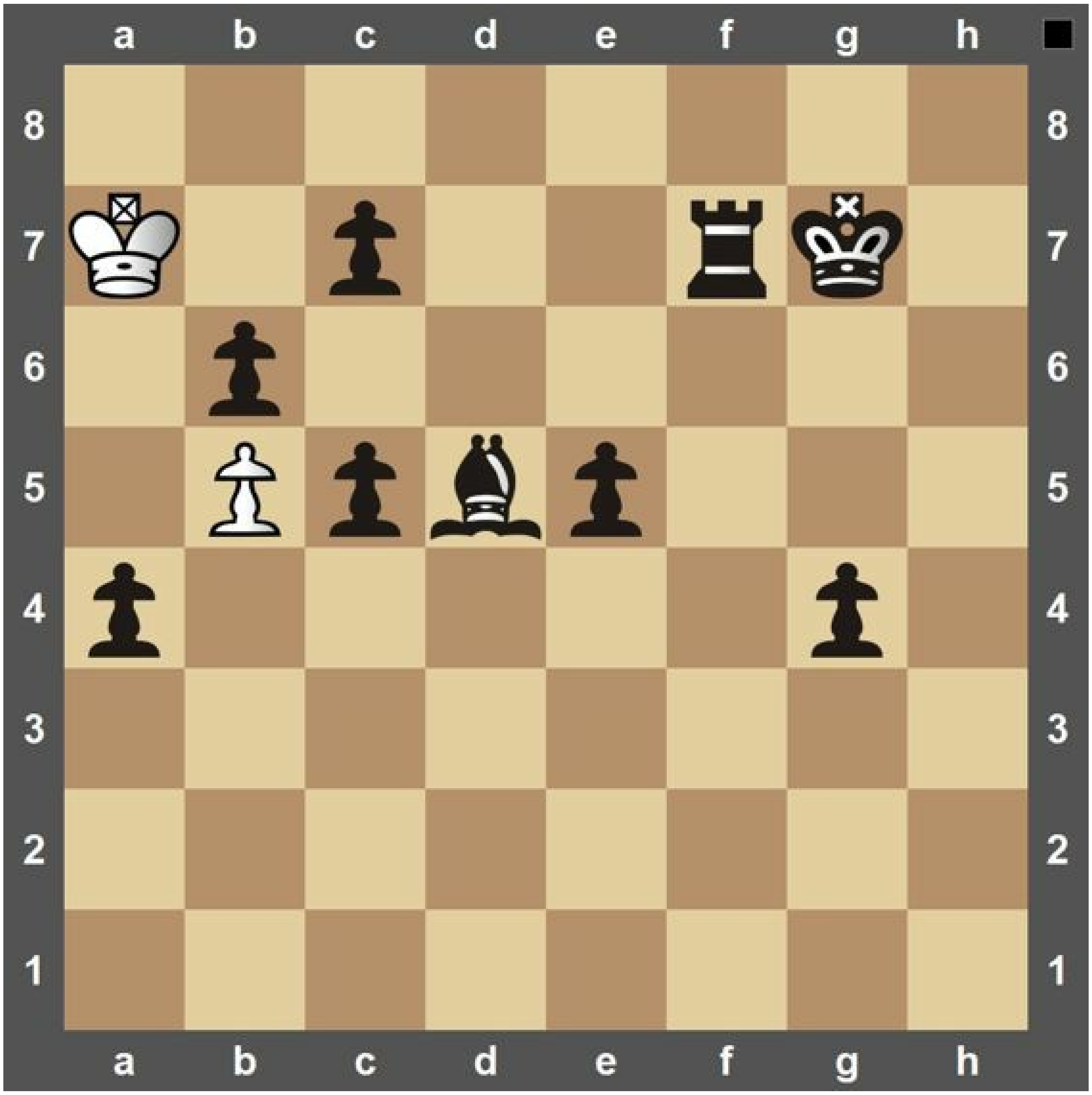
79: Black to move.

[Answers]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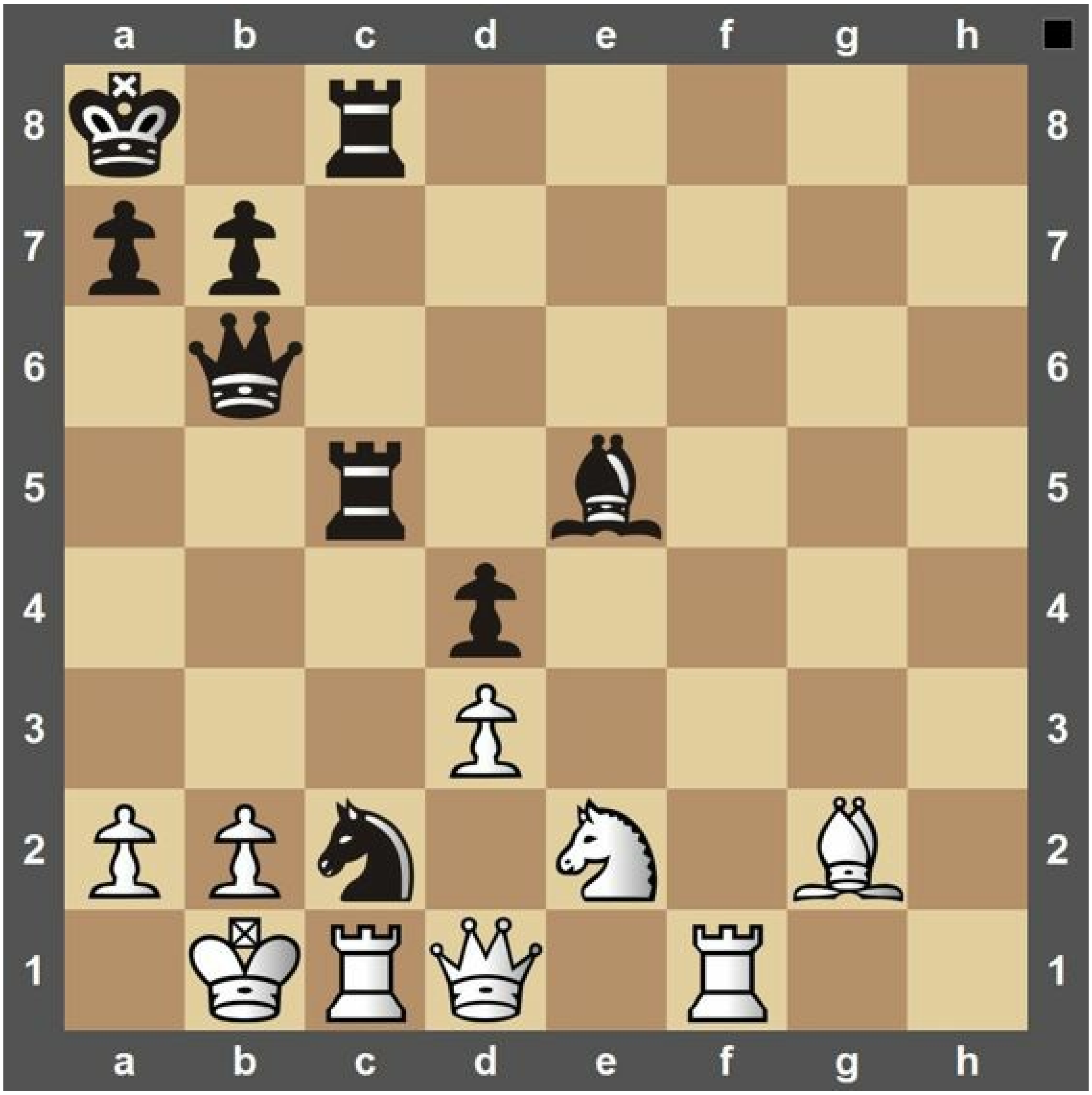
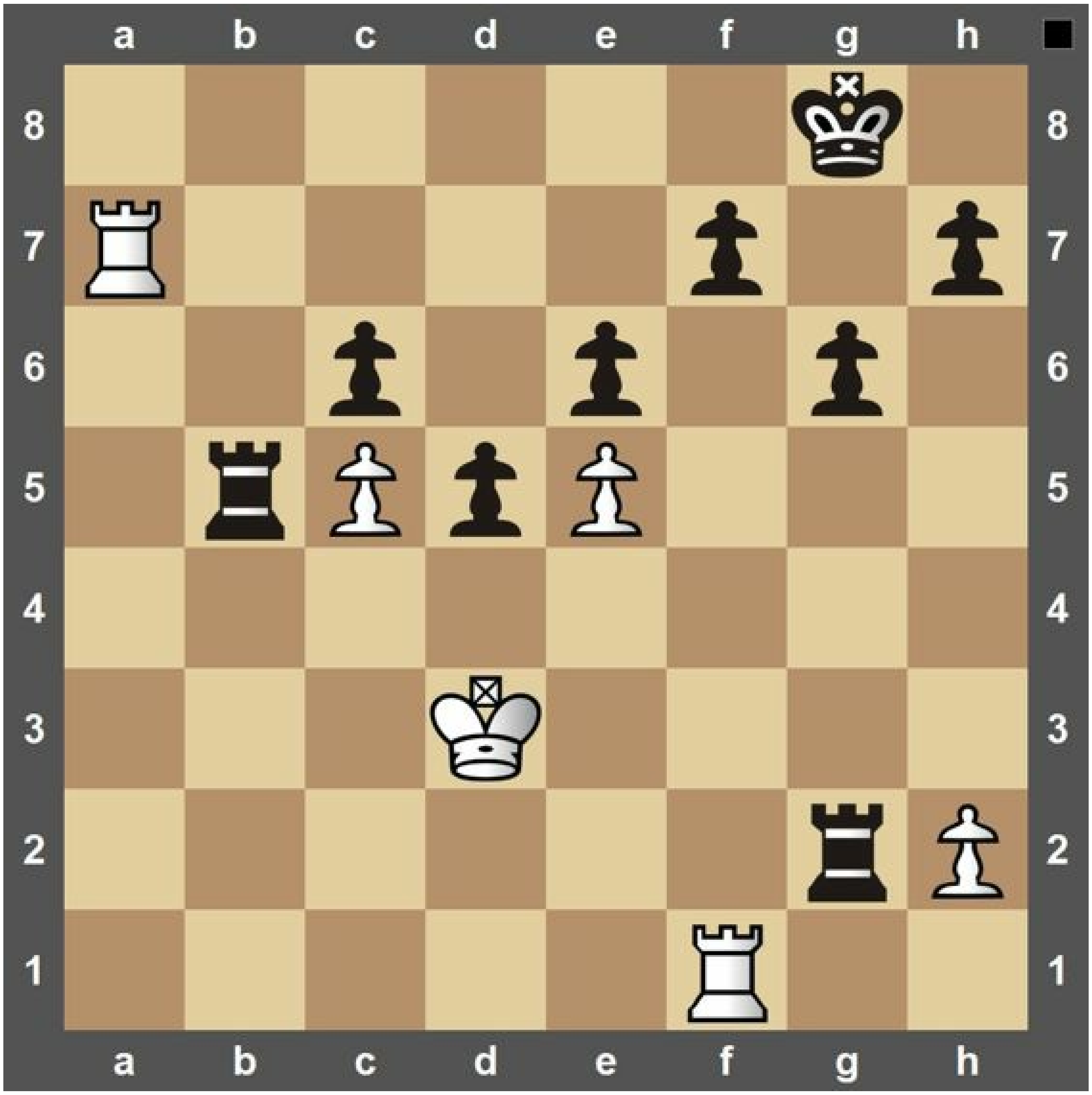
80: Black to move.

[Answers]



81: Black to move.

[Answers]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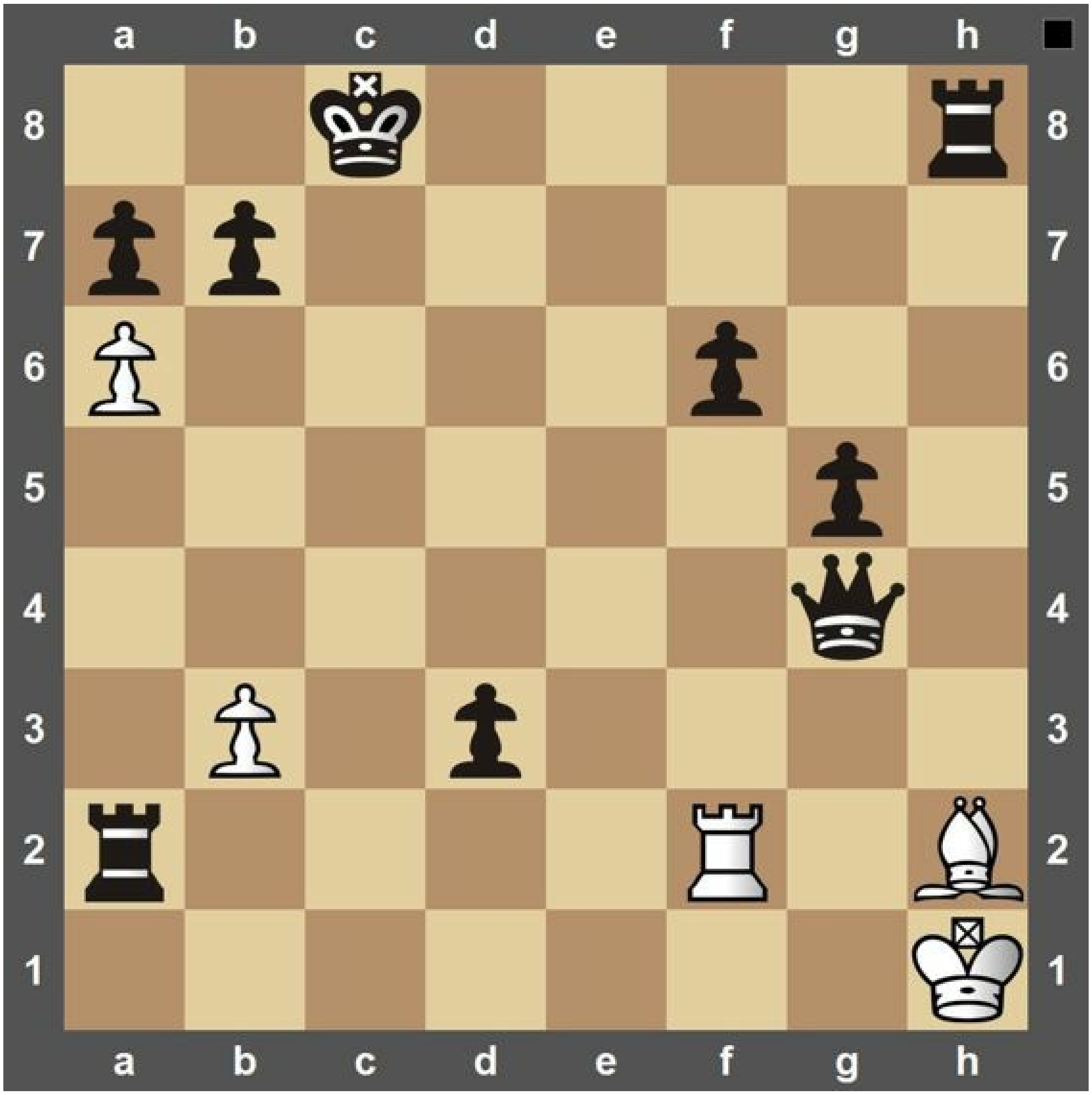
82: Black to move.

[Answers]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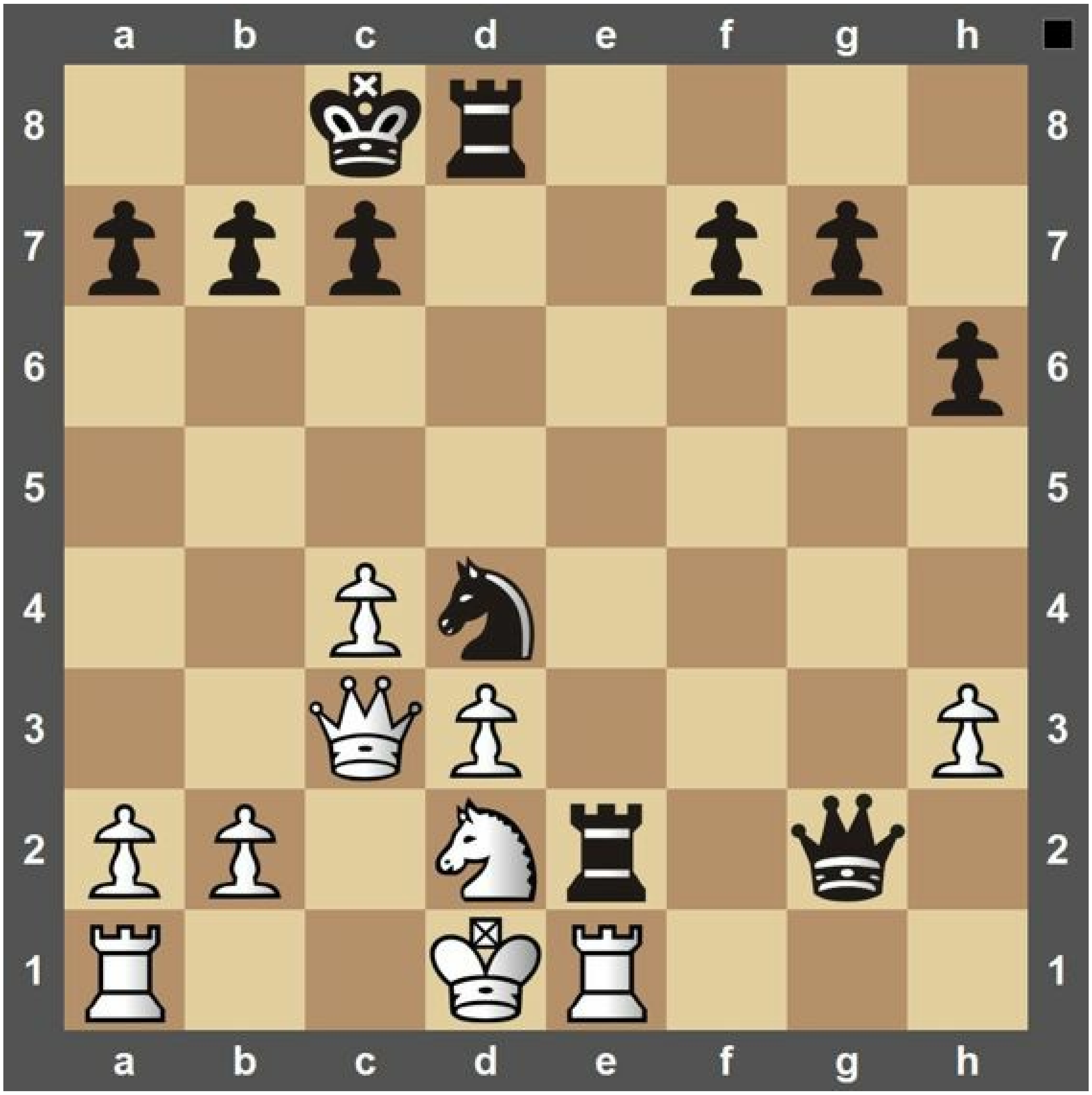
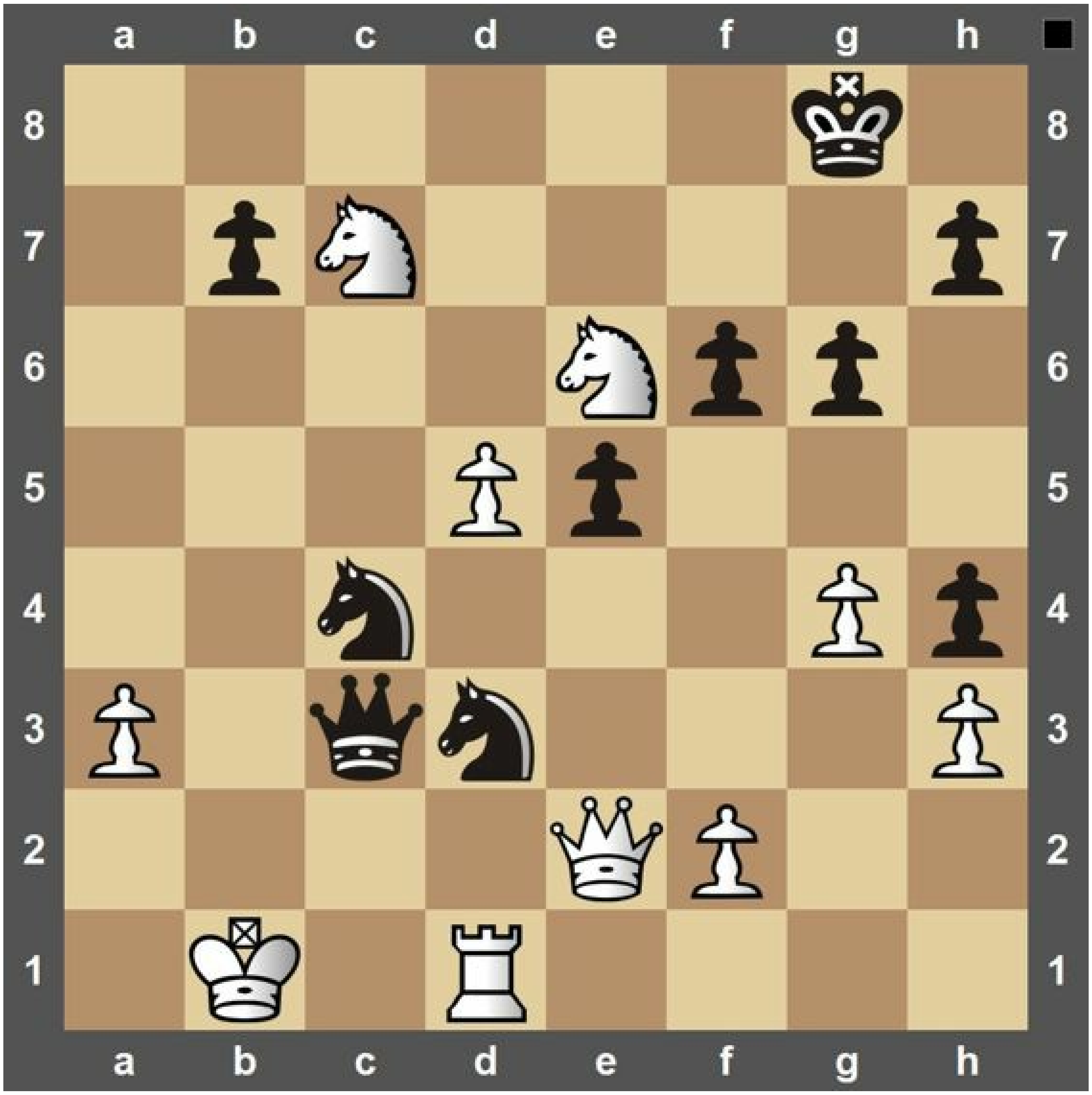
83: Black to move.

[Answers]



84: Black to move.

[Answers]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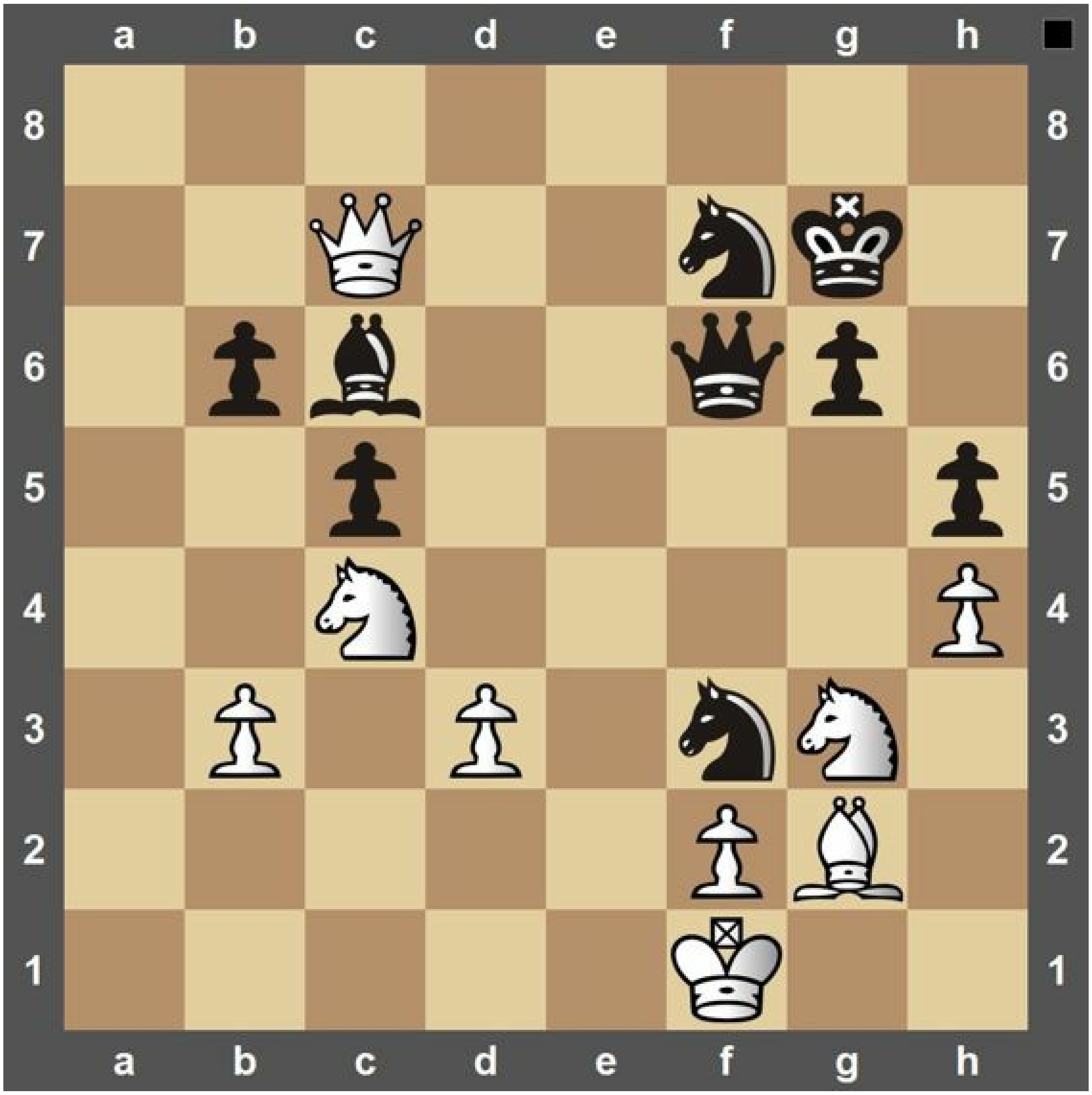
85: Black to move.

[Answers]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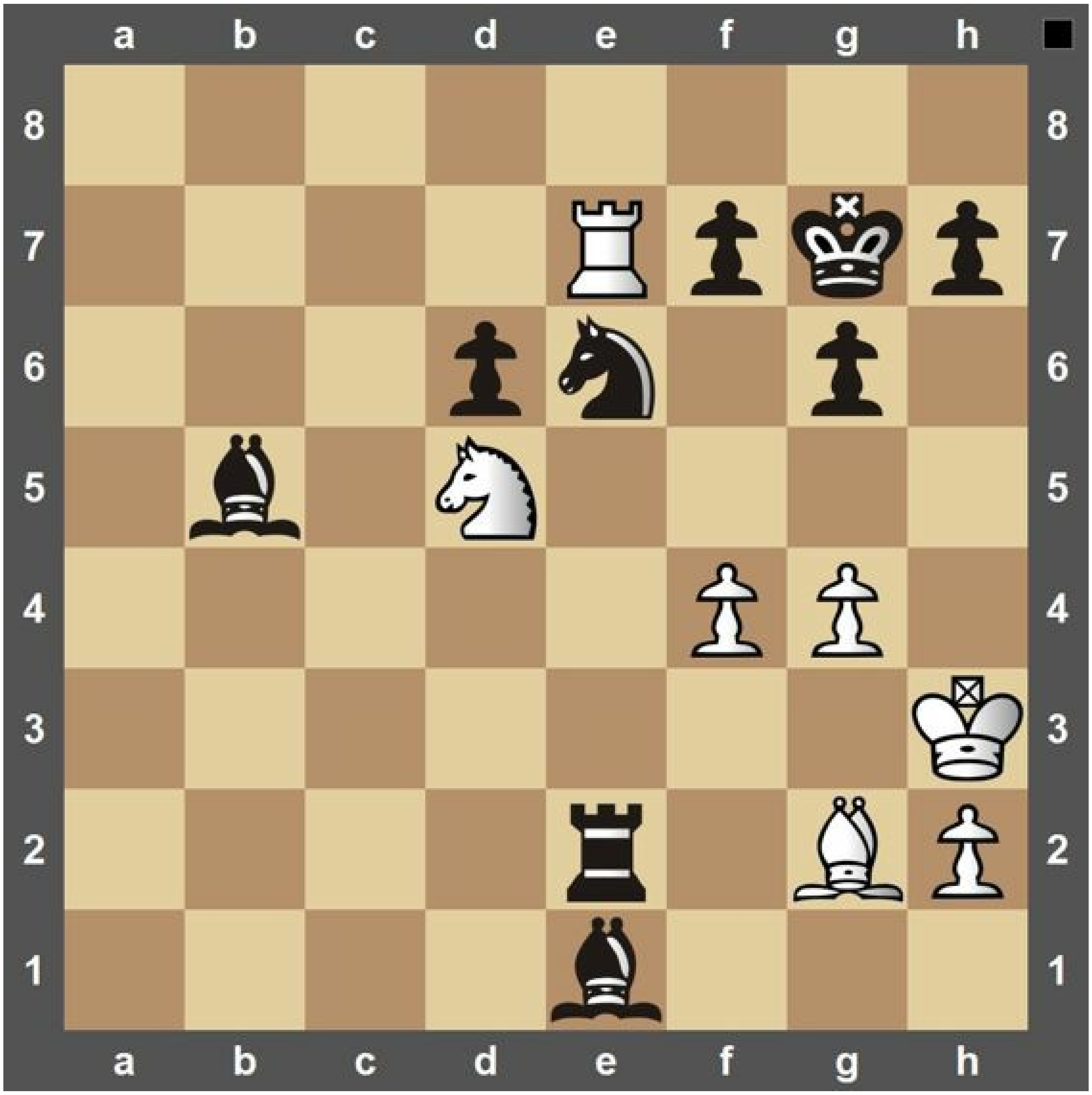
86: Black to move.

[[Answers](#)]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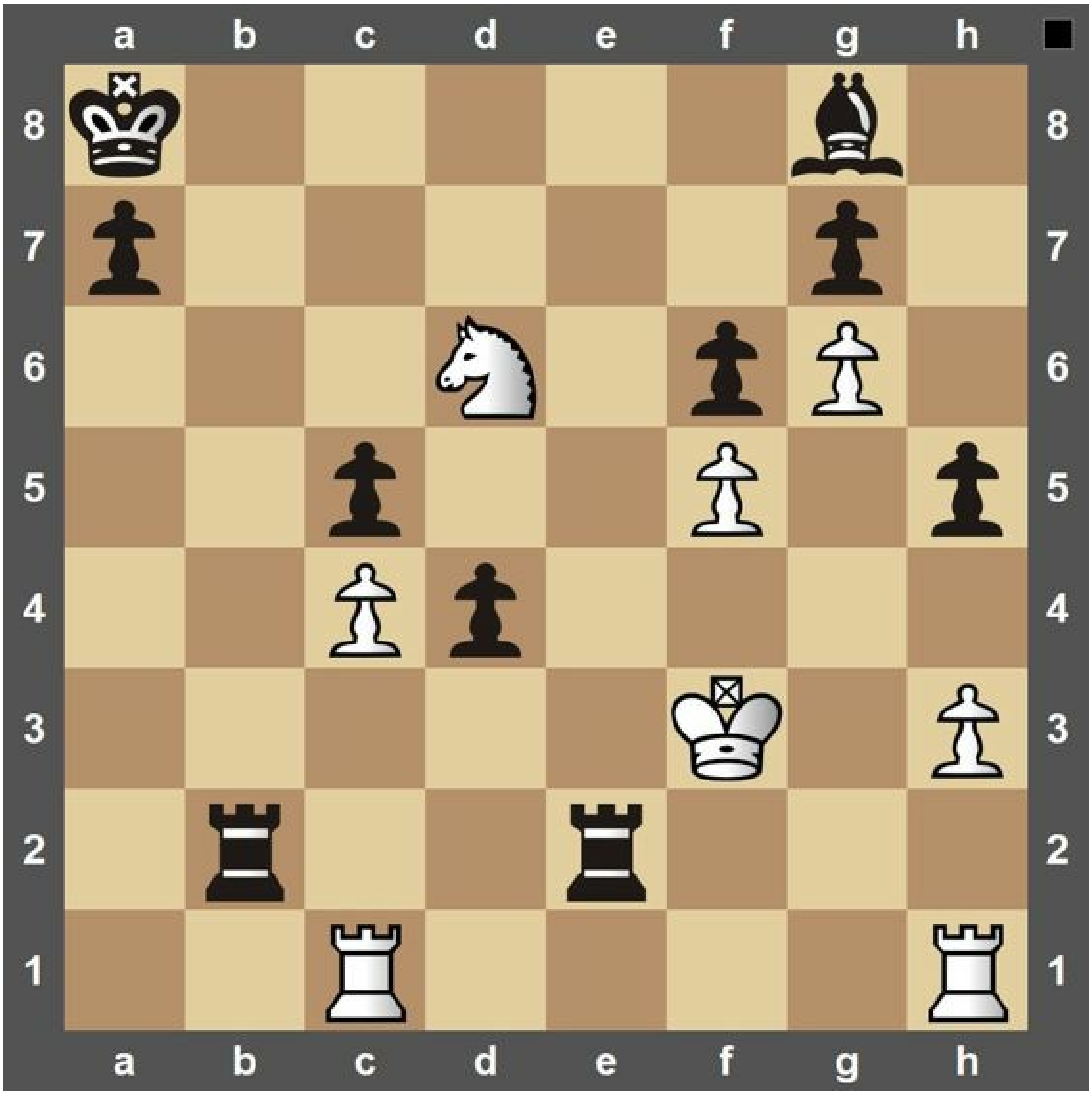
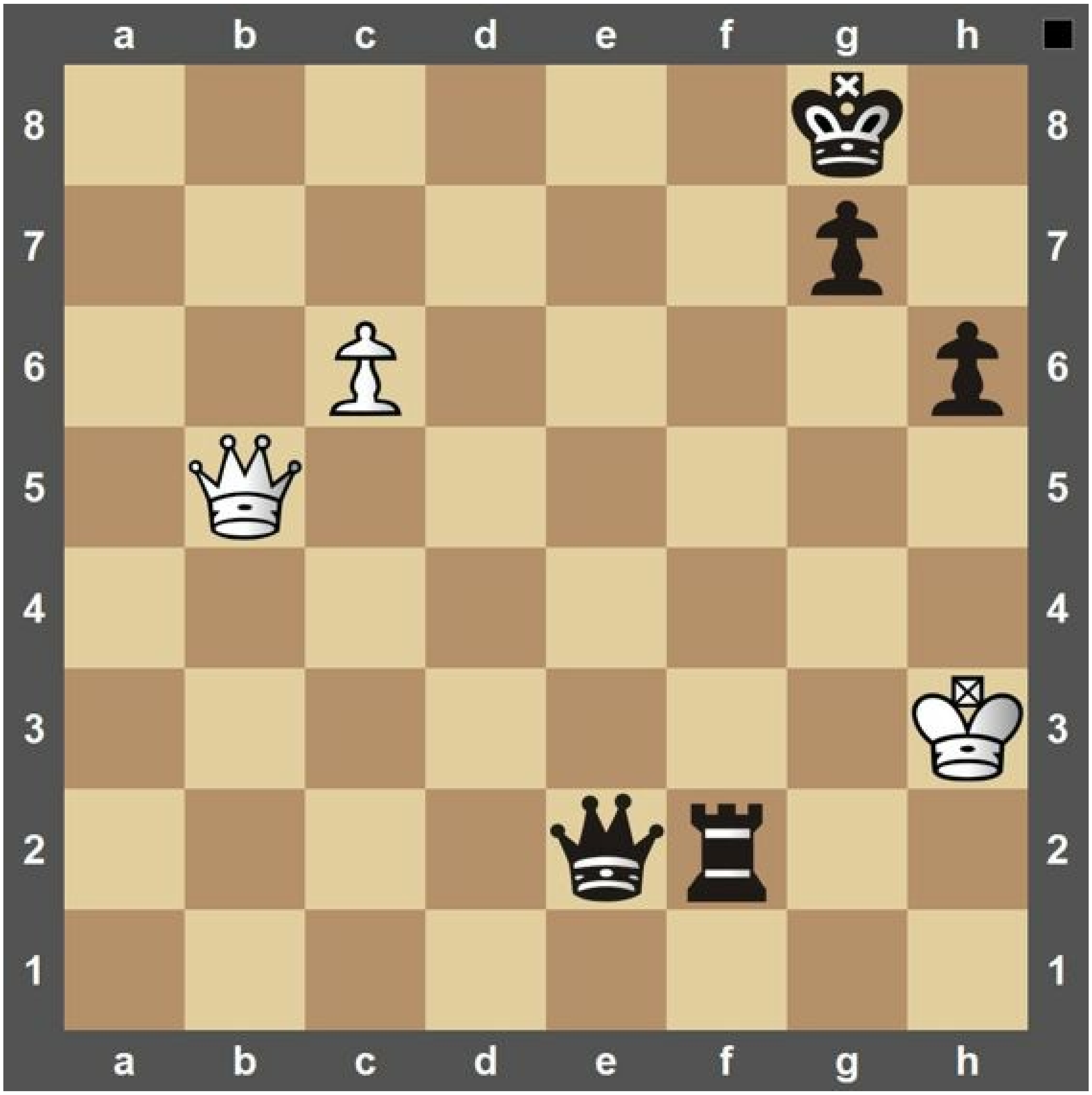
87: Black to move.
[Answers]



88: Black to move.

[Answers]



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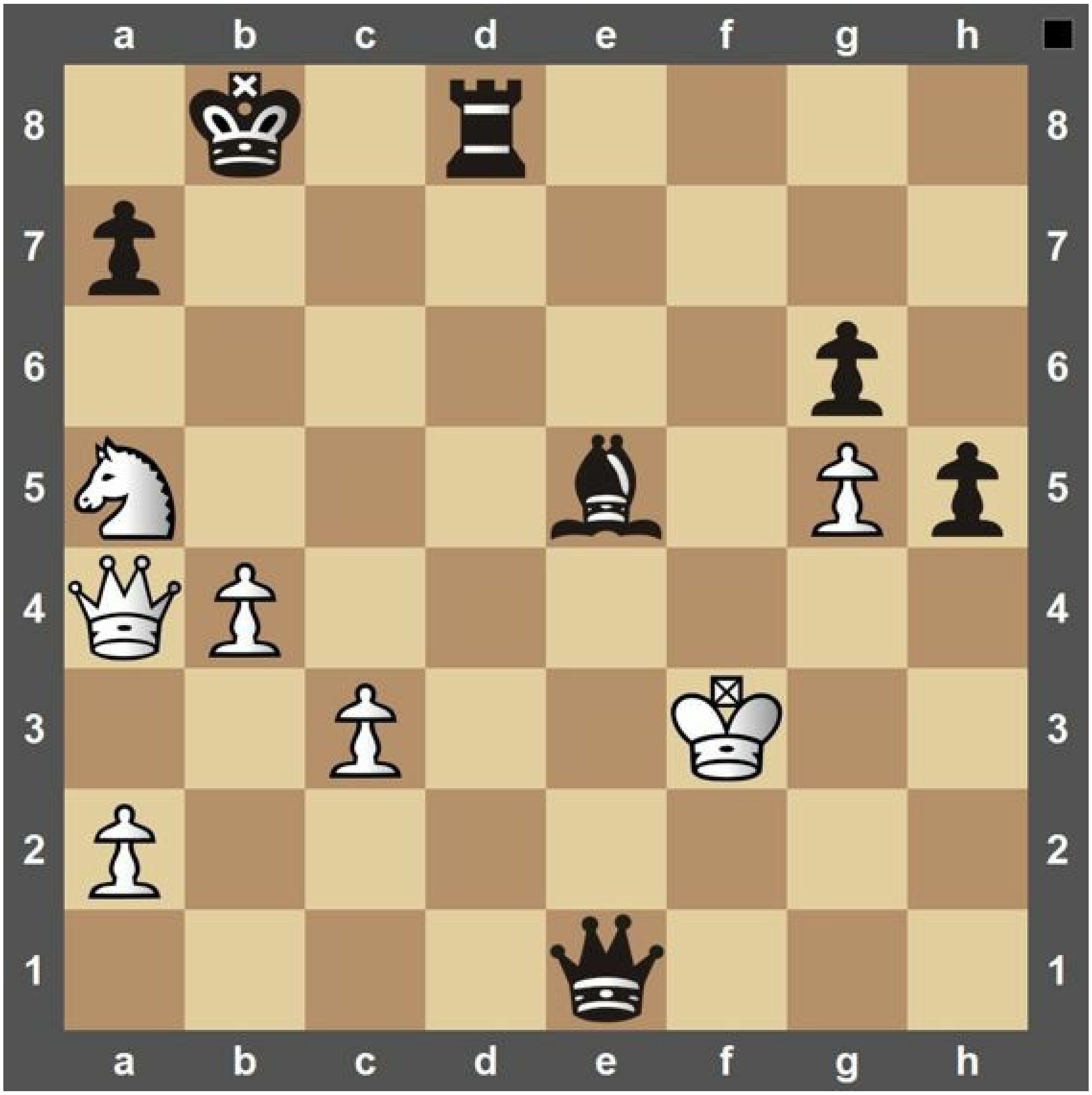
89: Black to move.

[Answers]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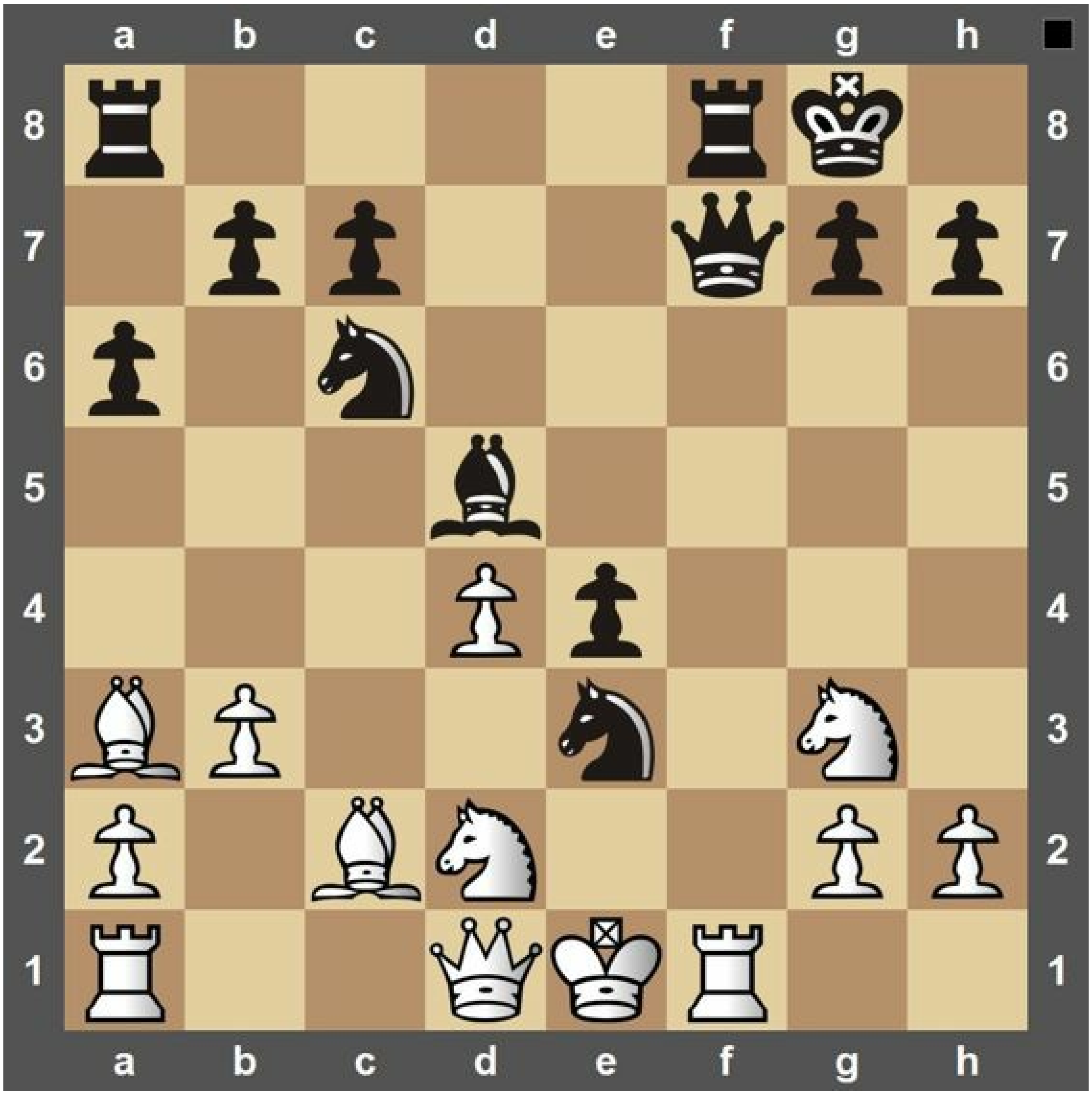
90: Black to move.

[Answers]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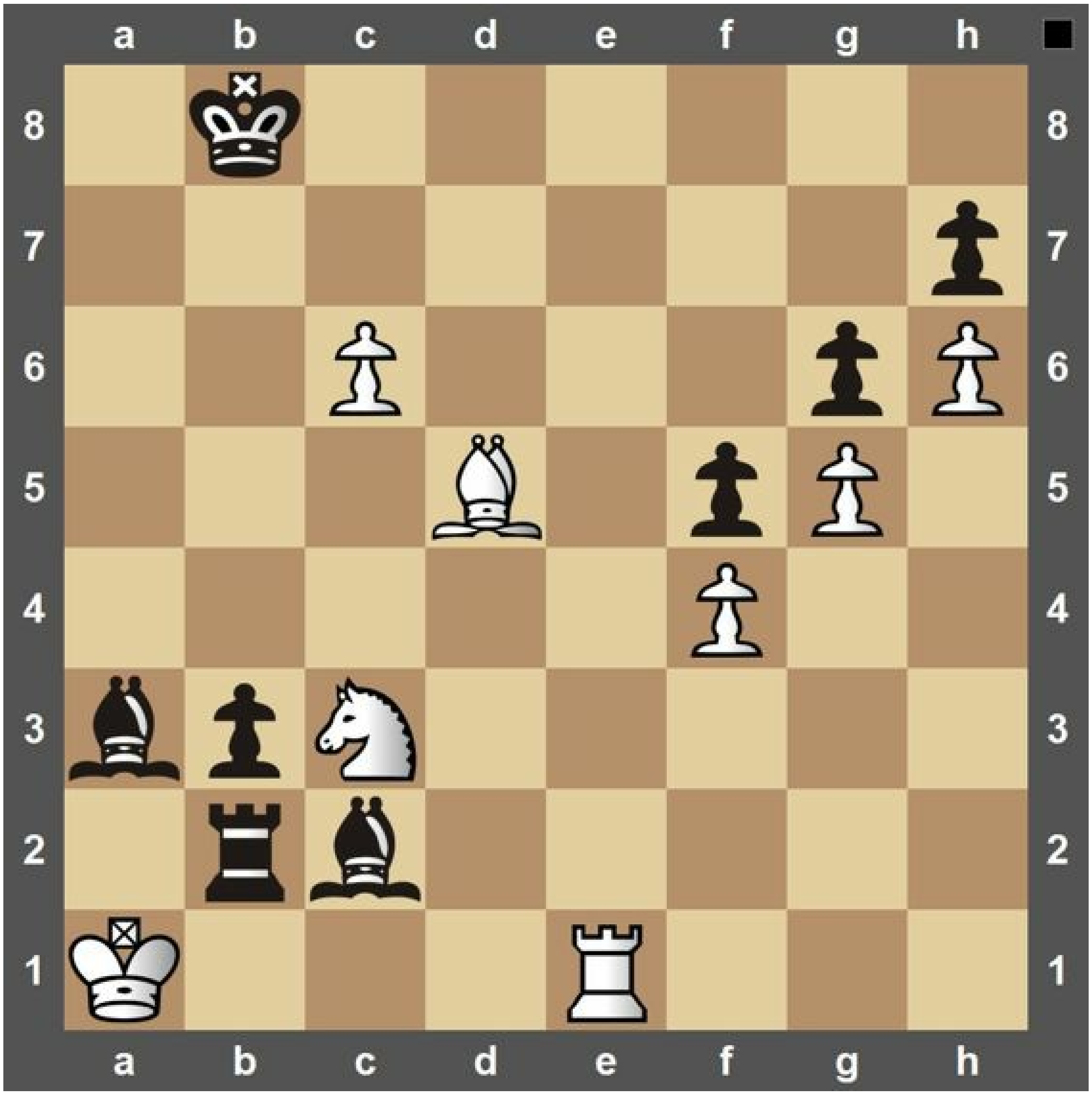
91: Black to move.

[Answers]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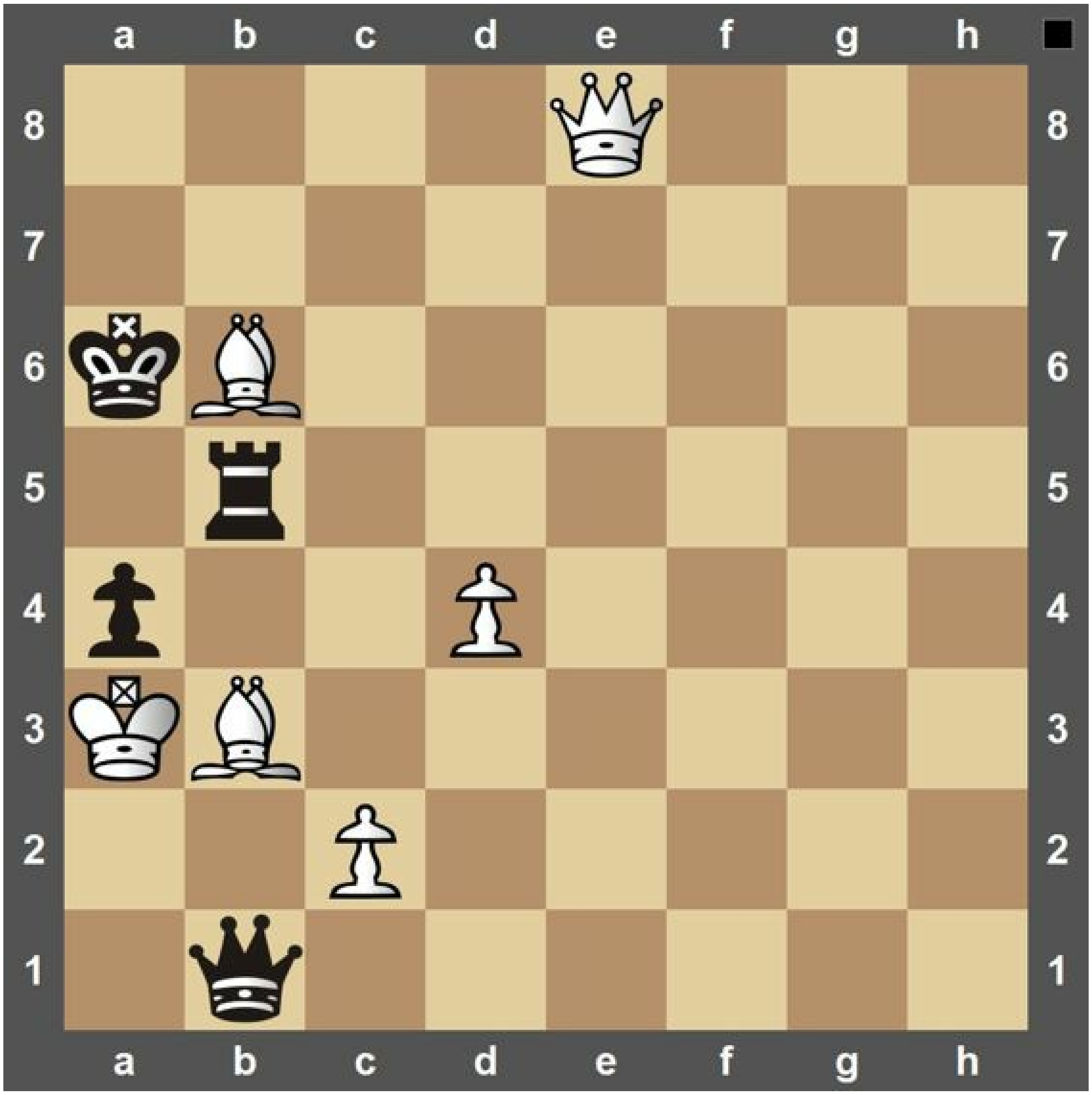
92: Black to move.

[Answers]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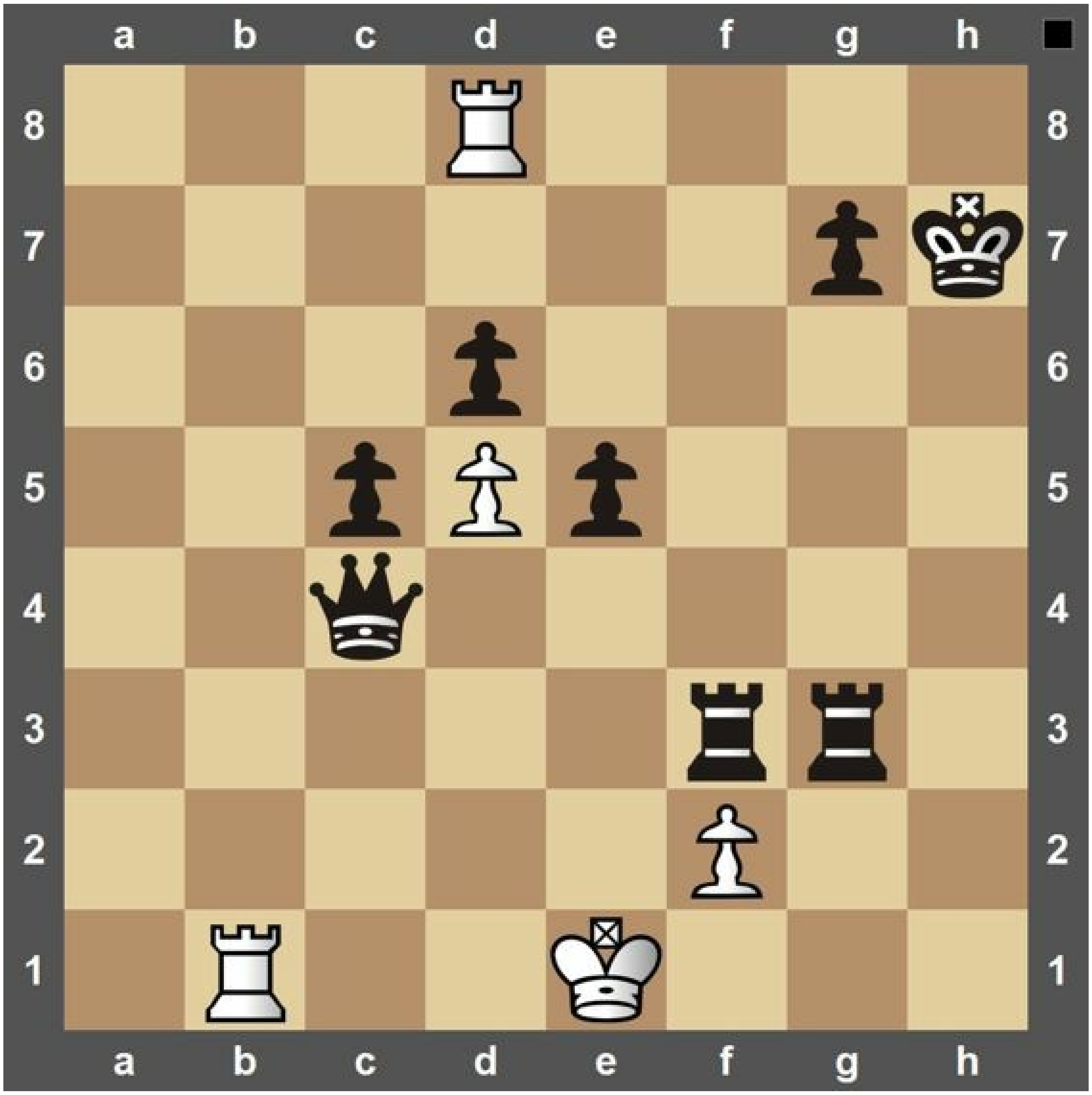
93: Black to move.

[Answers]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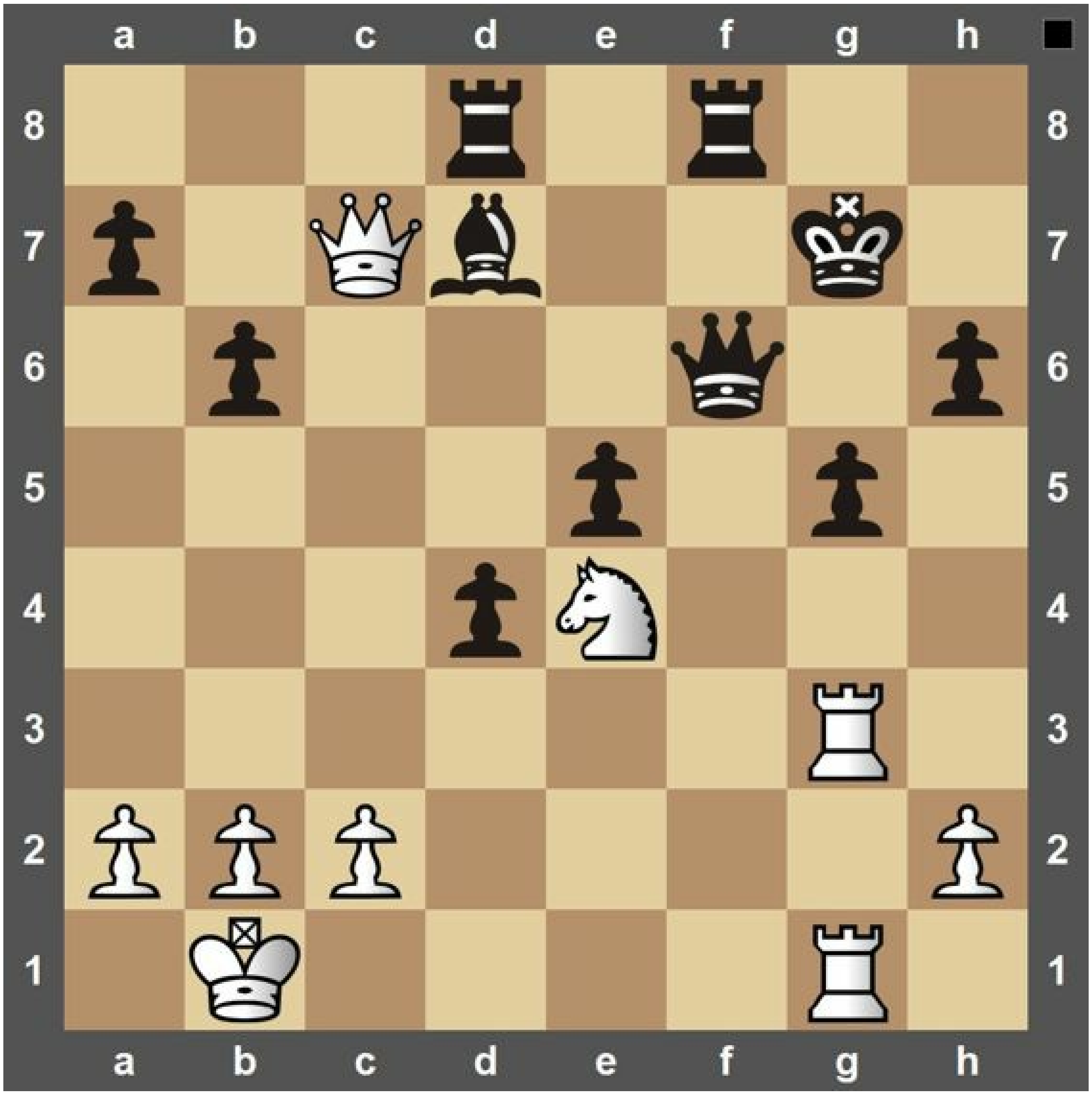
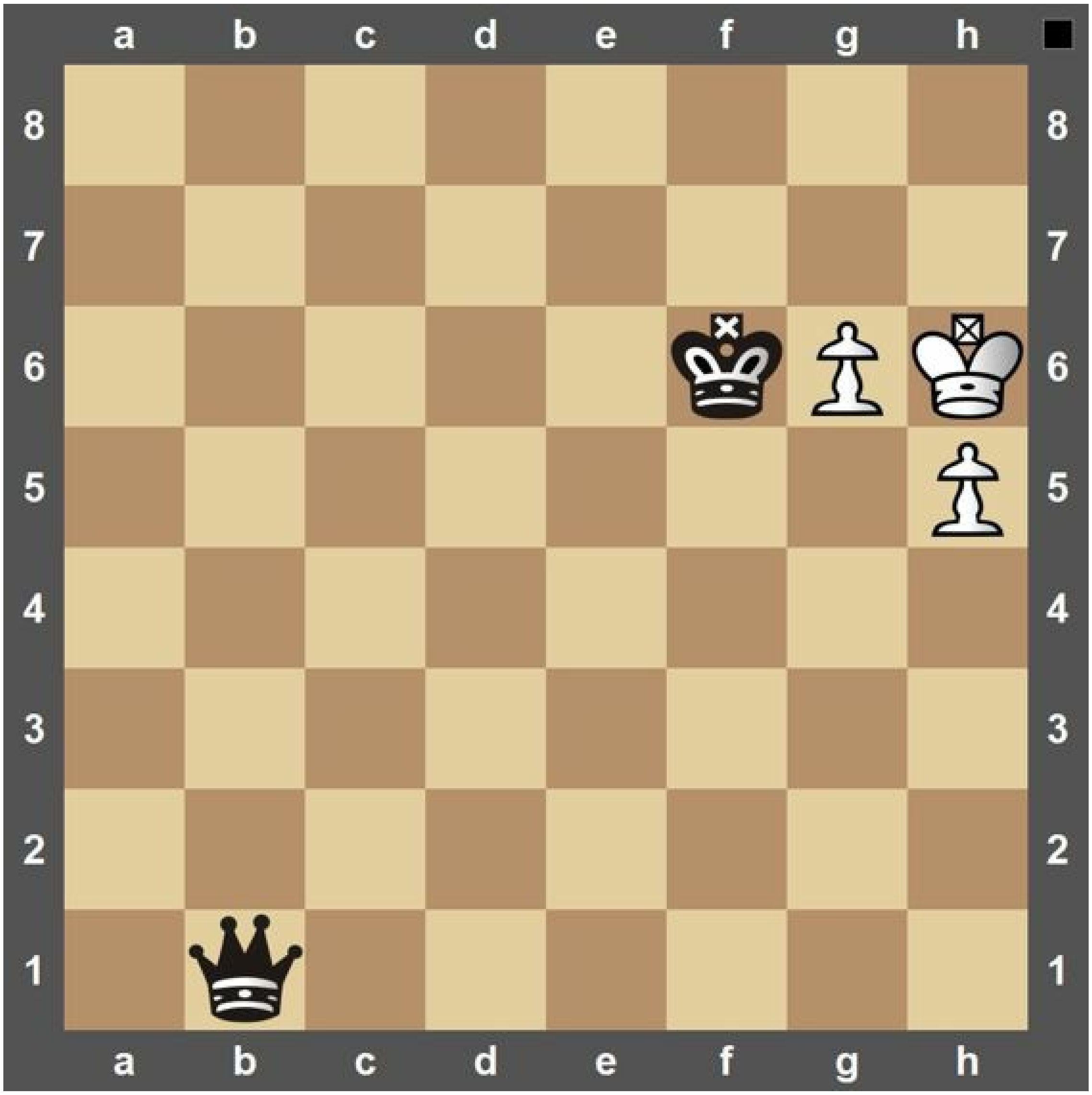
94: Black to move.

[Answers]



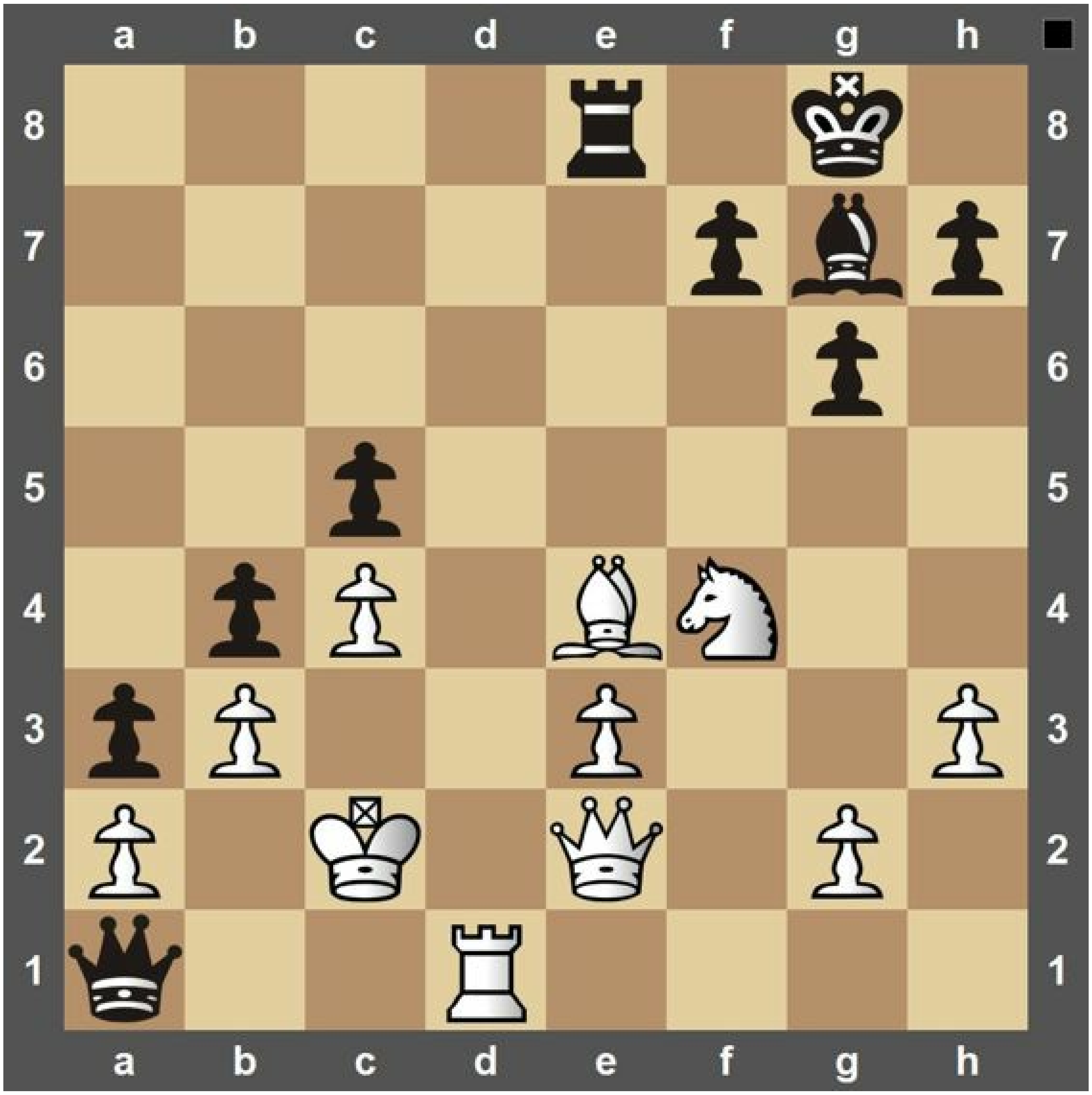
95: Black to move.

[Answers]



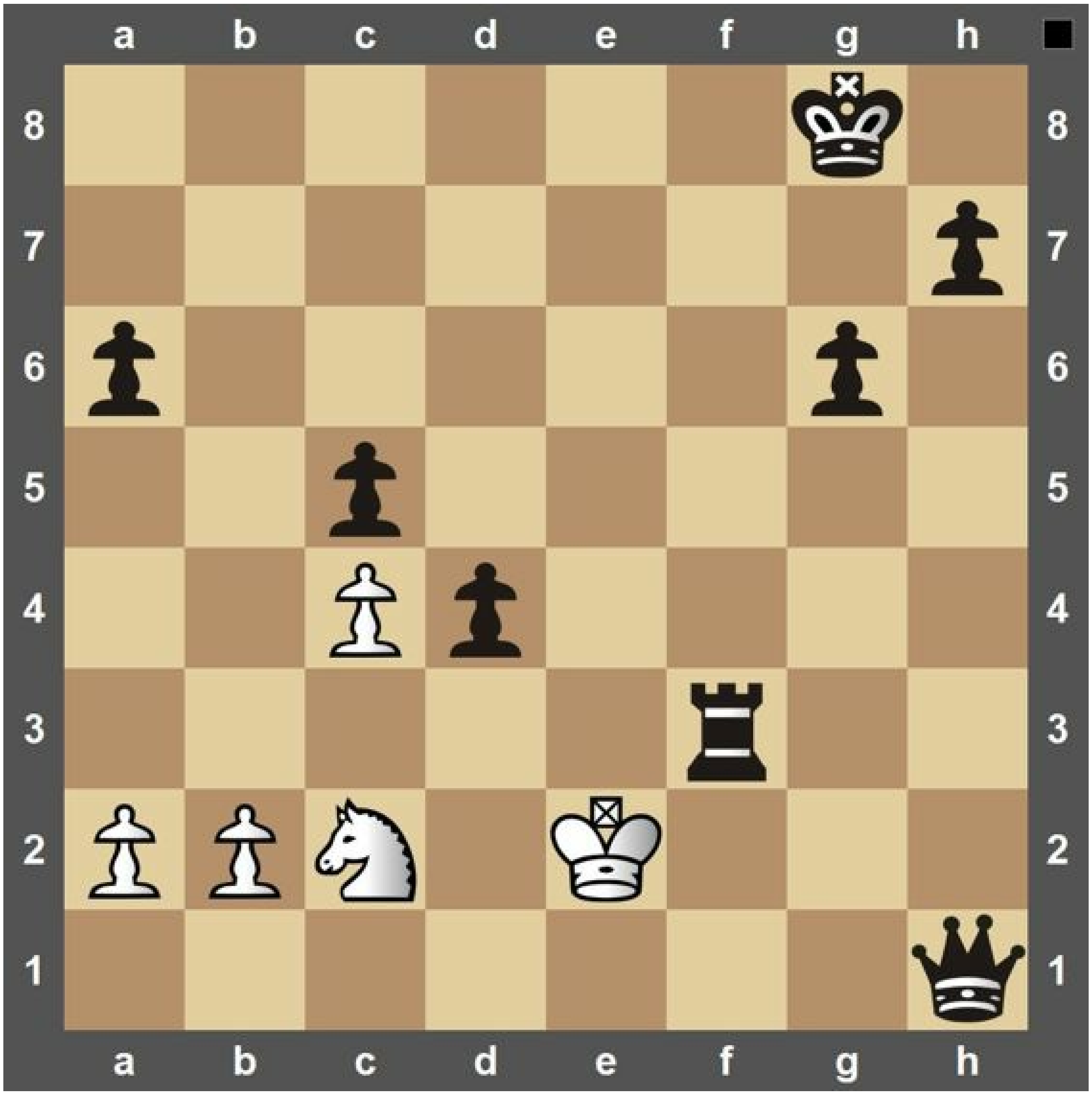
96: Black to move.

[Answers]



97: Black to move.

[Answers]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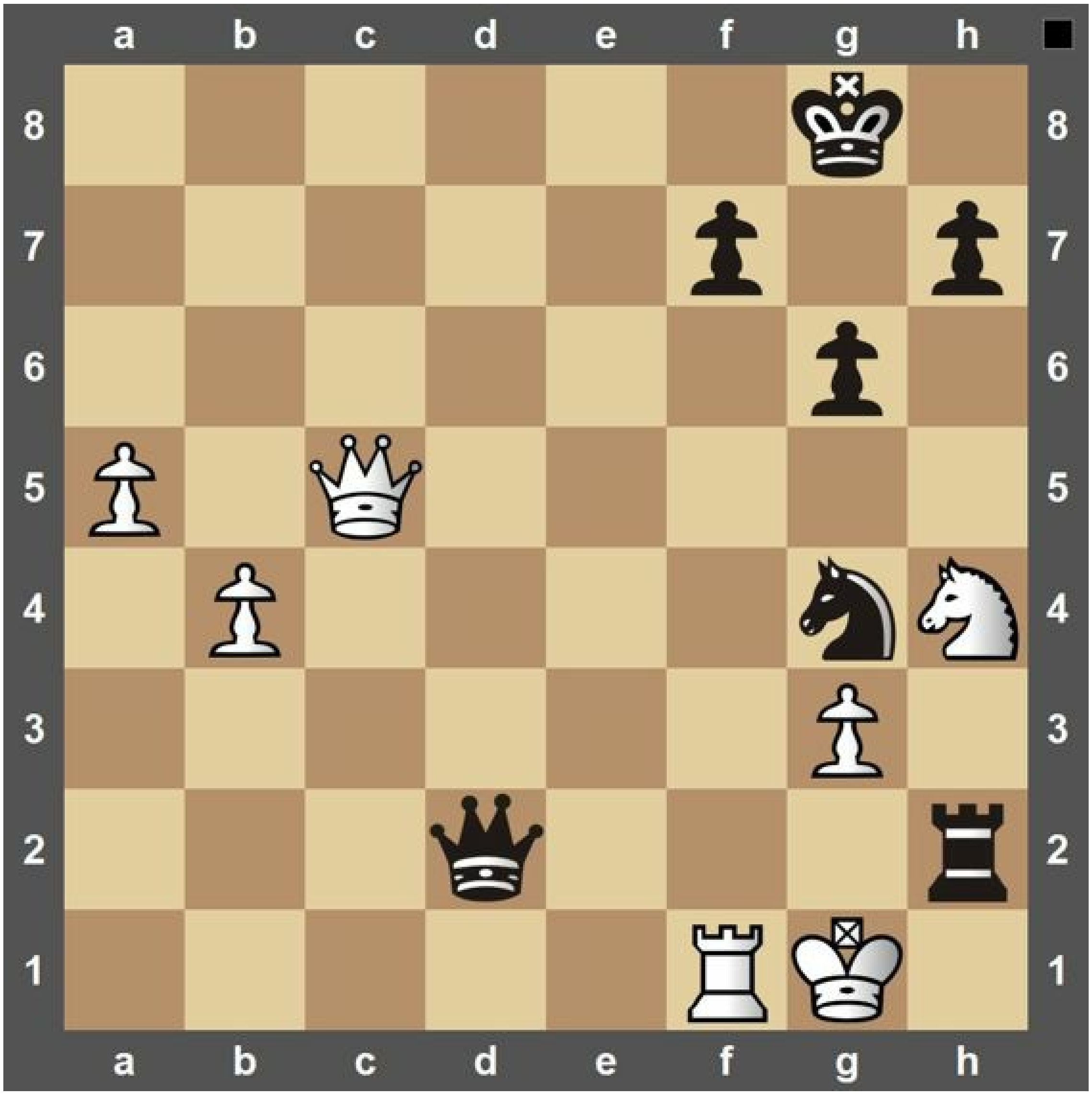
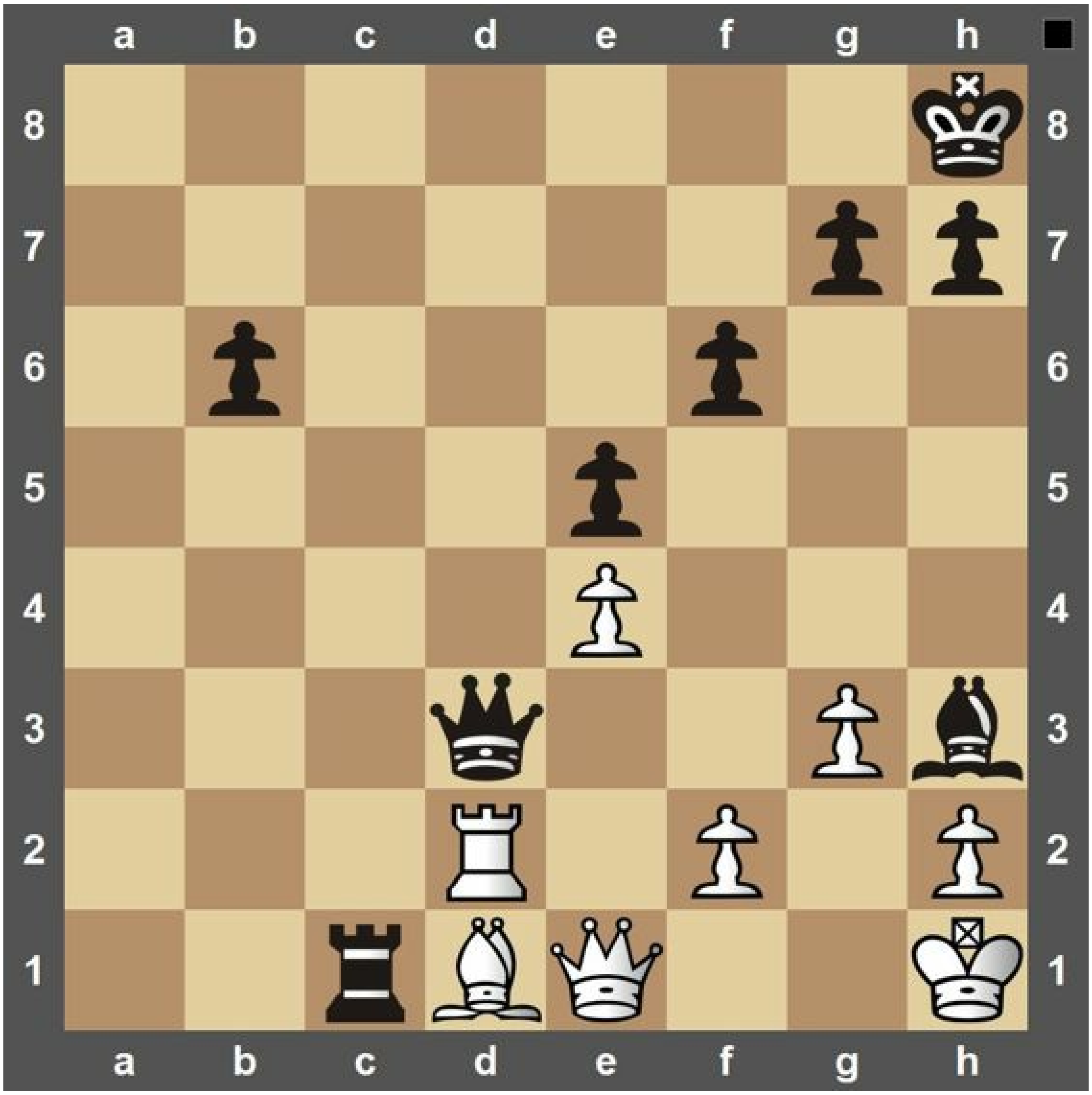
98: Black to move.

[Answers]



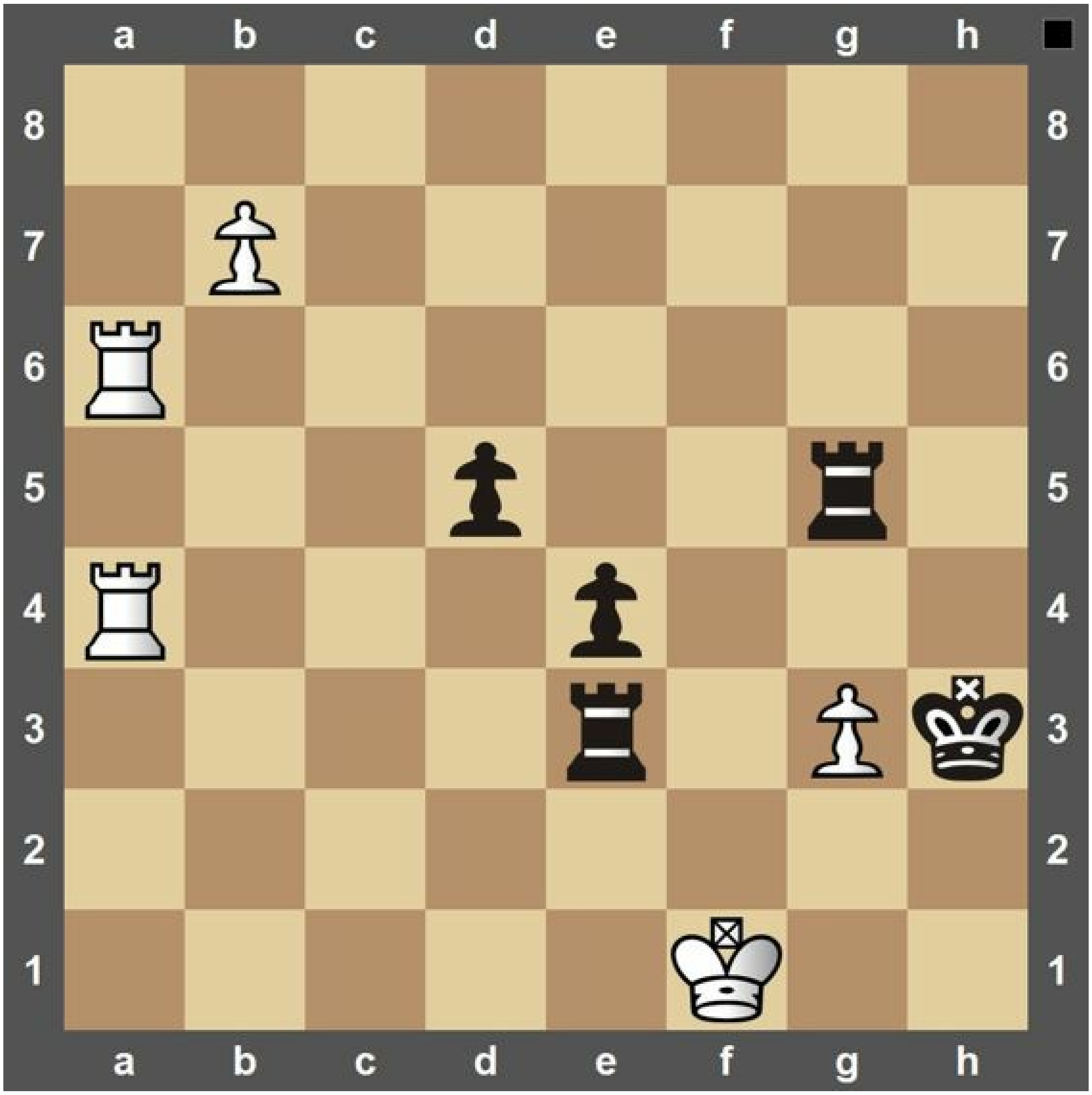
99: Black to move.

[Answers]



100: Black to move.

[Answers]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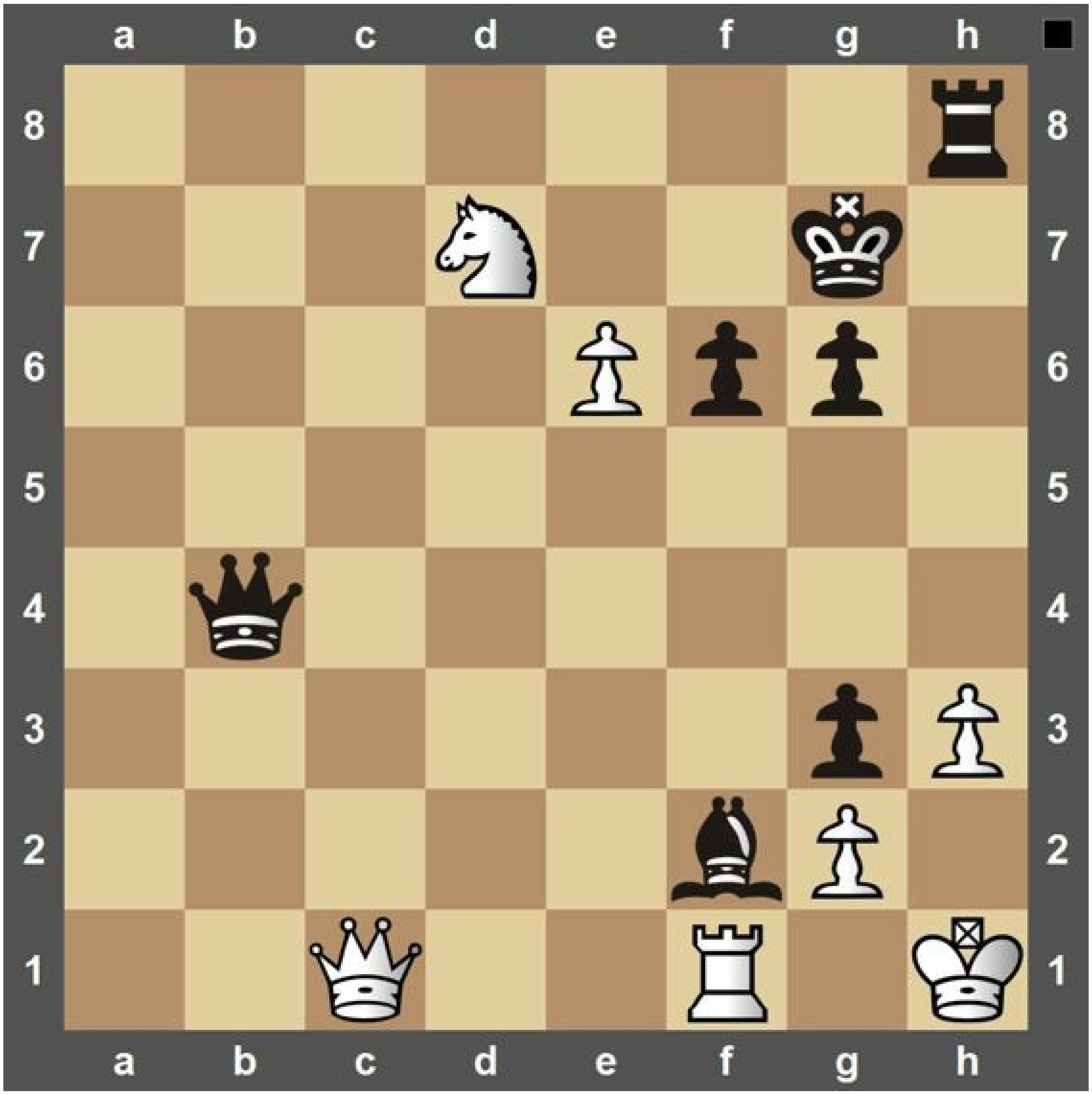
101: Black to move.

[Answers]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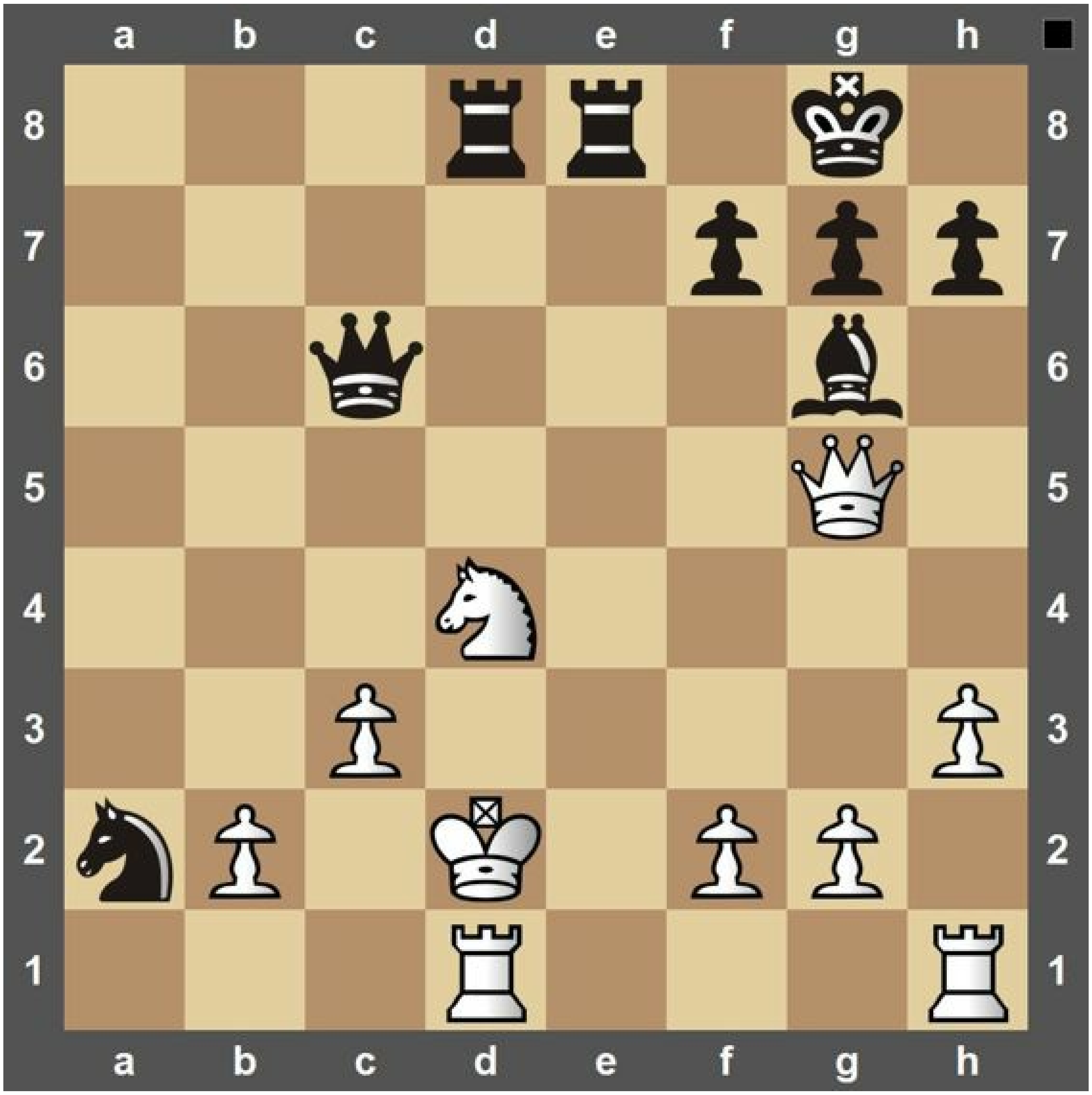
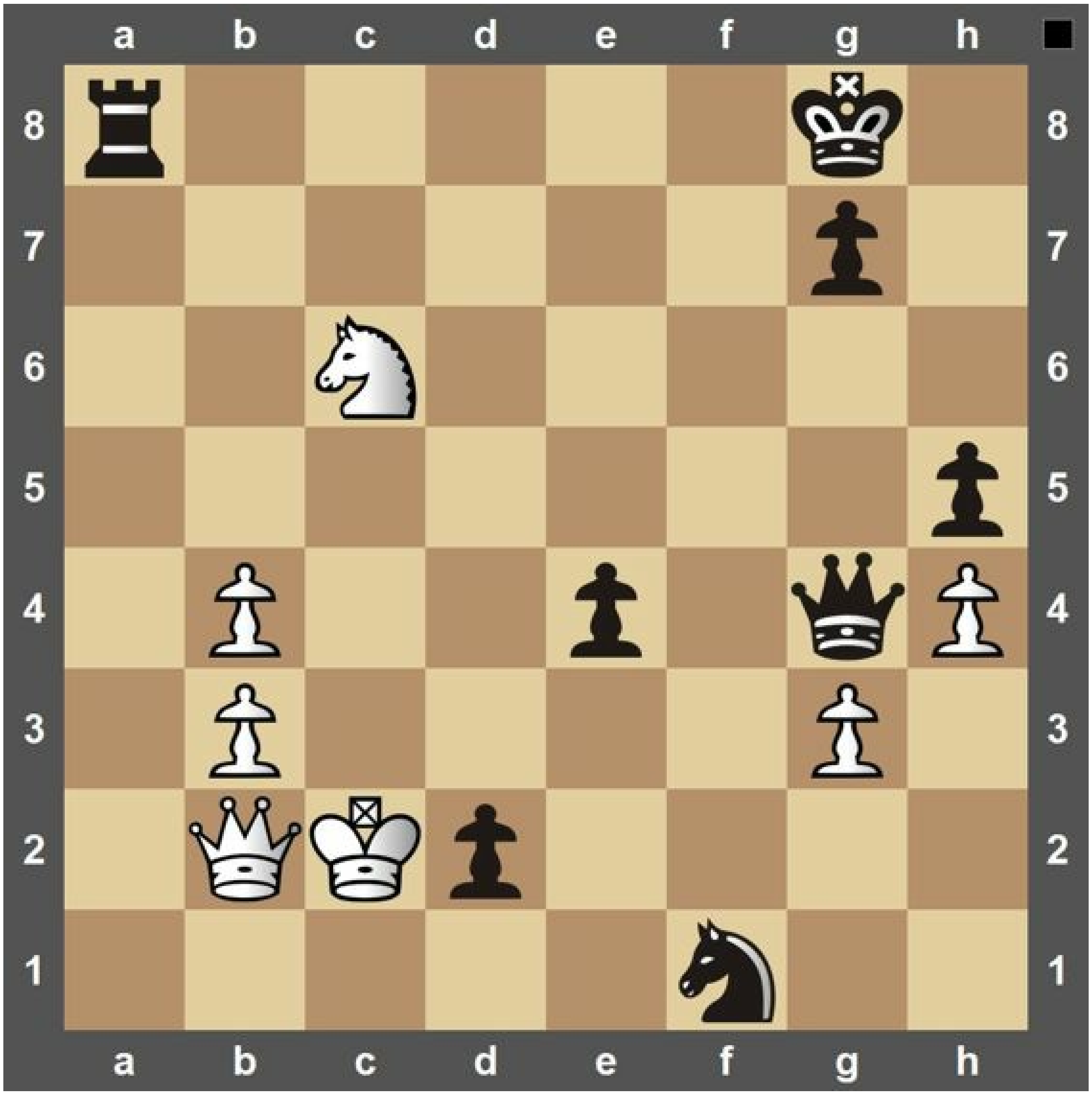
102: Black to move.

[Answers]



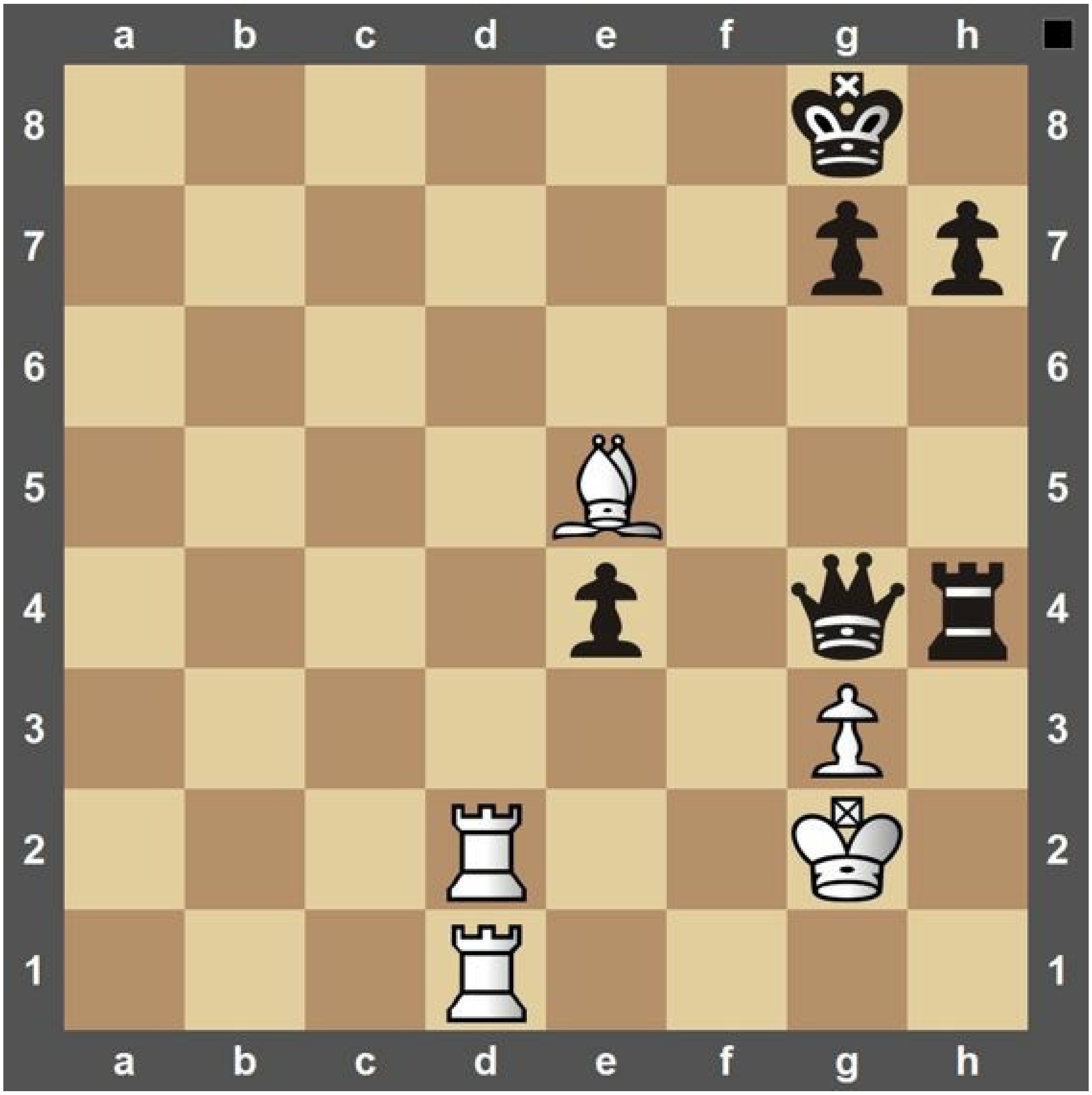
103: Black to move.

[Answers]



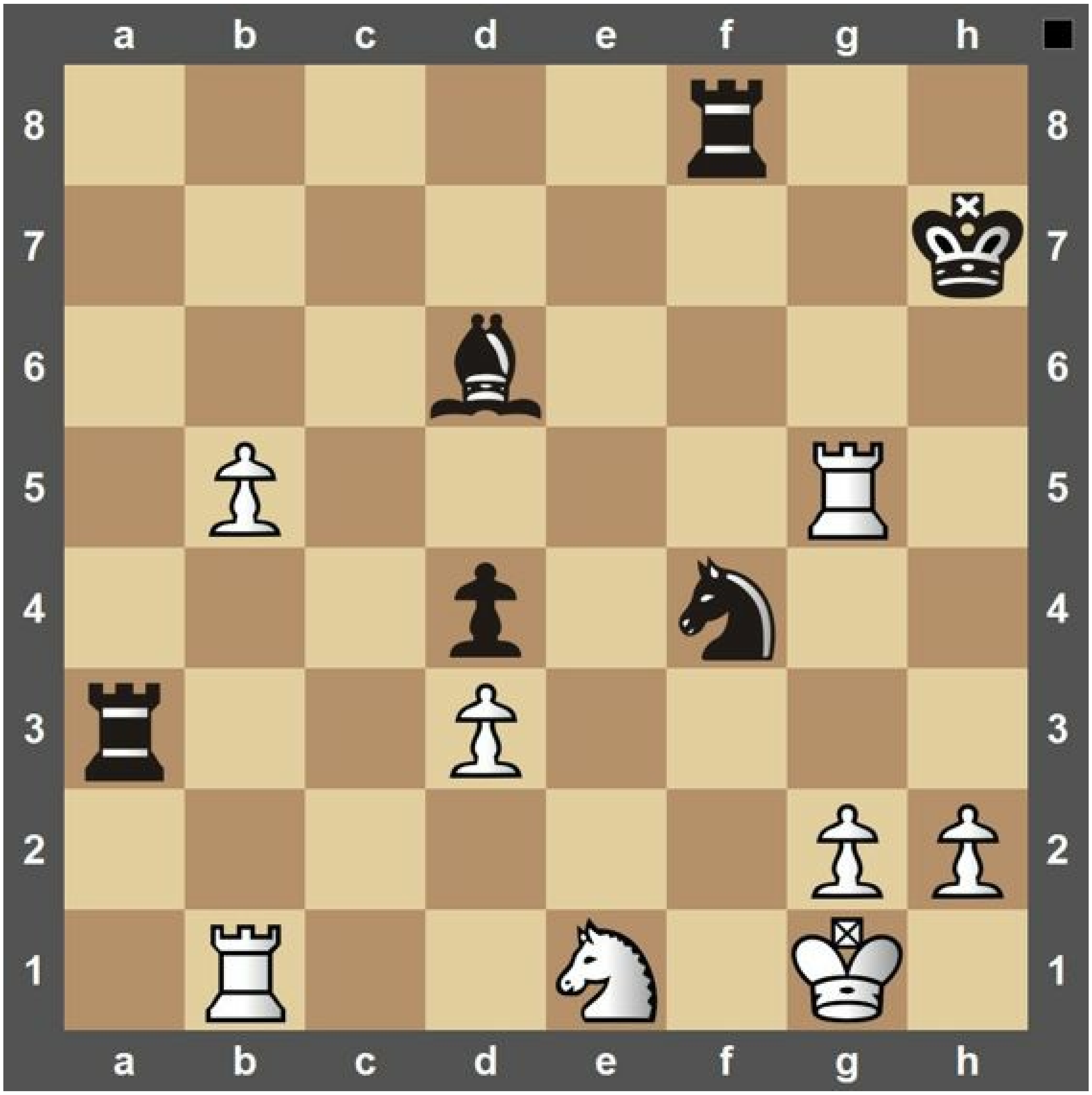
104: Black to move.

[Answers]



105: Black to move.

[Answers]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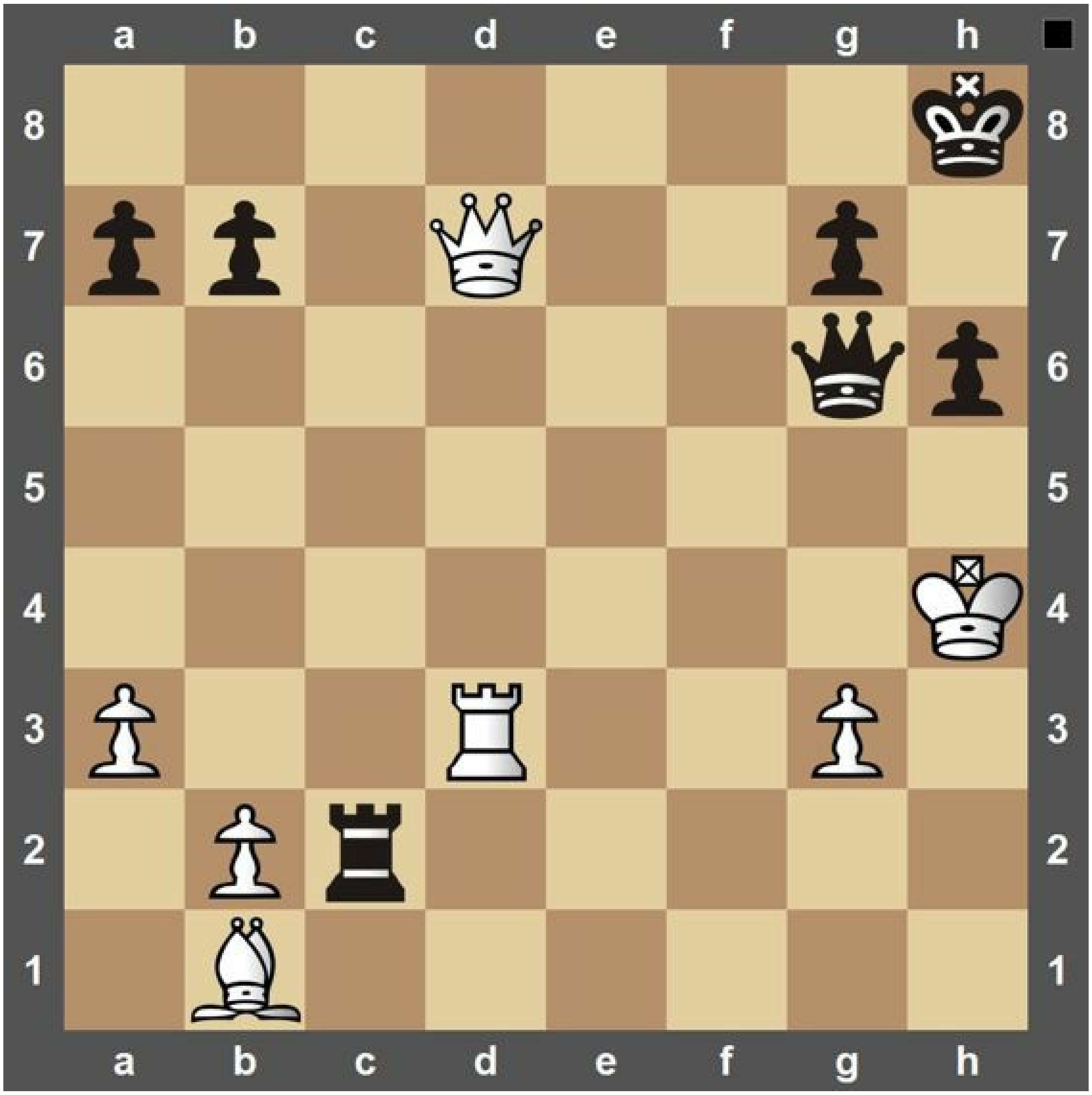
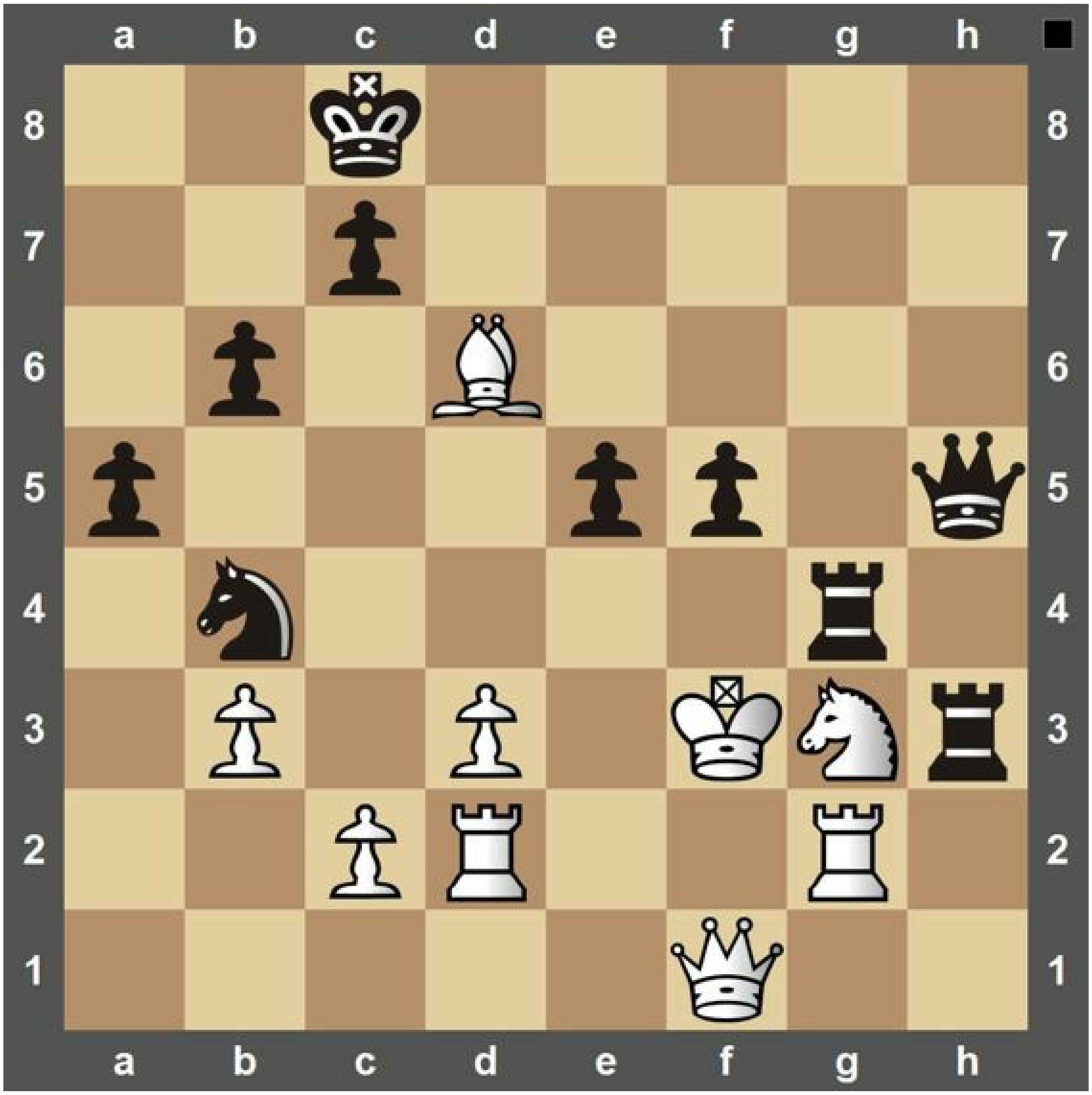
106: Black to move.

[Answers]



107: Black to move.

[Answers]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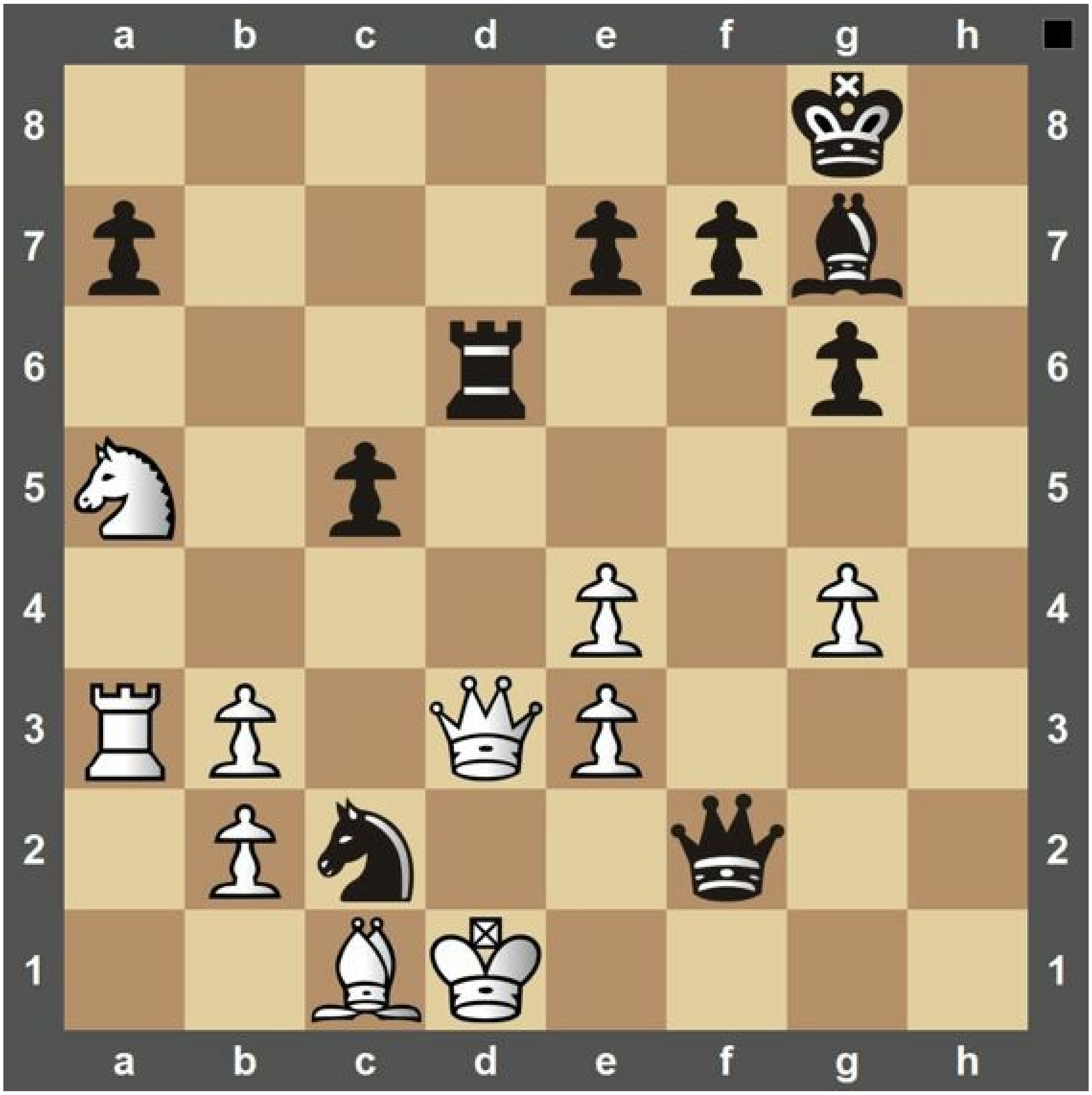
108: Black to move.

[Answers]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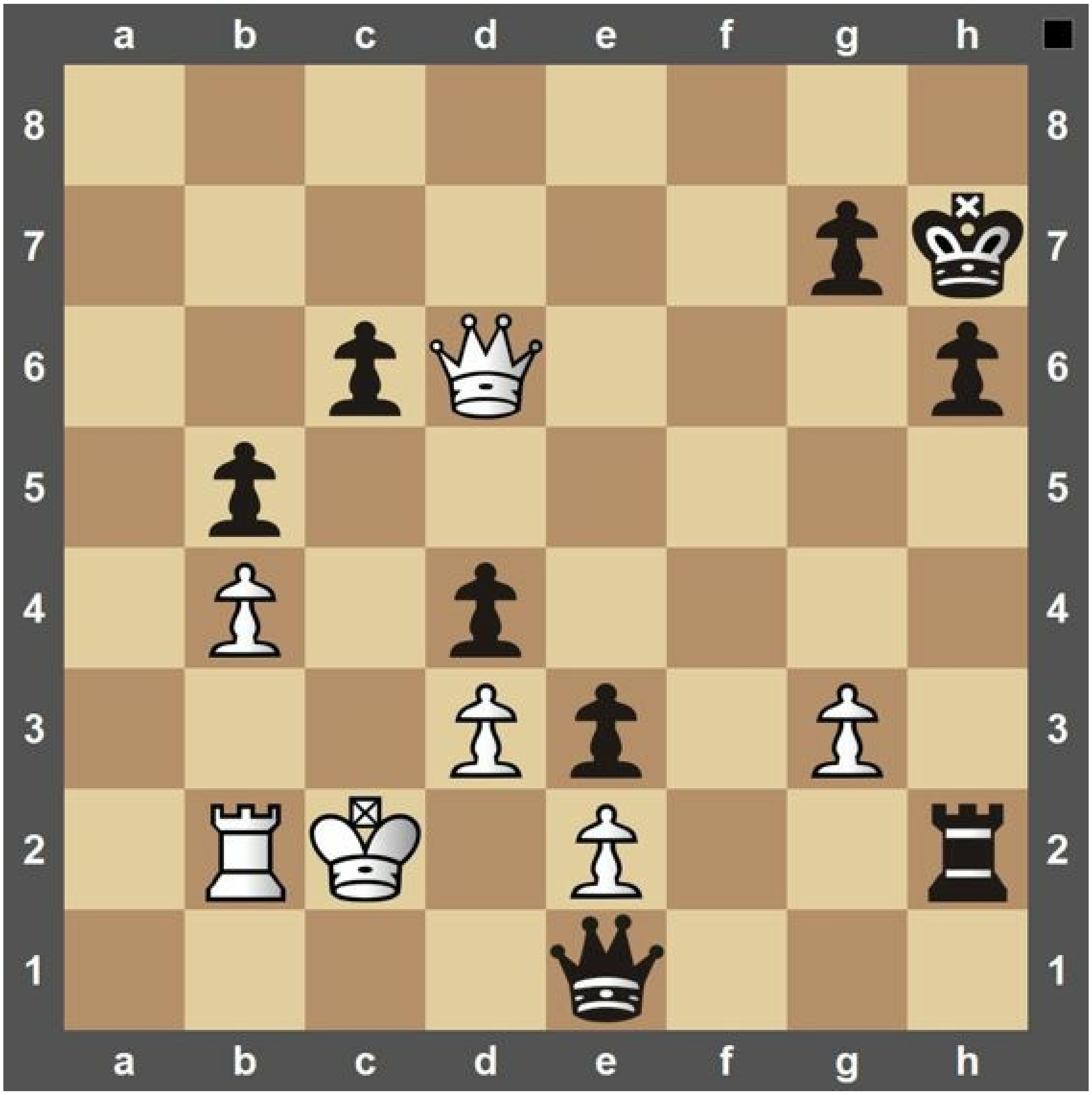
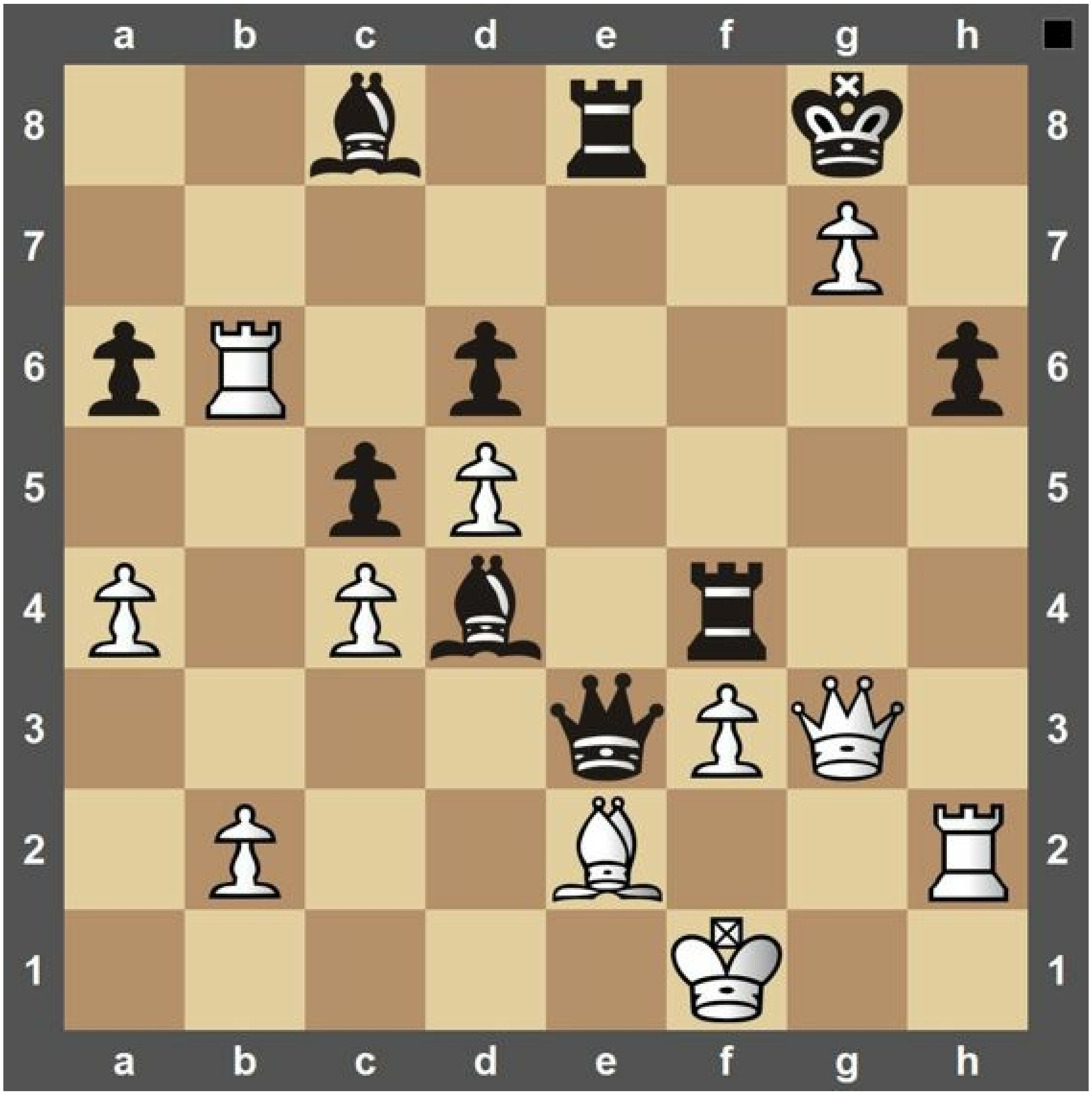
109: Black to move.

[Answers]



110: Black to move.

[Answers]



111: Black to move.

[Answers]

Answers to Problems

There is a total of 111 problems, with 163 solutions. So if you are testing yourself against the complete set of problems, you should have a total of 163 correct two-move checkmates in order to receive a score of 100%.

Problem *1:* 1.Re8+ Qxe8 2.fxe8Q# [2.fxe8R#]

Problem *2:* 1.Qxh6+ Kg8 2.Qxg7#

Problem *3:* 1.Rxh7+ Qxh7 2.Qxg5#

Problem *4:* 1.Qxb7+ Kxb7 2.R1c7#

Problem *5:* 1.Bf1+ Kb4 2.Rd4#

Problem *6:* 1.Ba6+ Kb8 2.Qb7#

Problem *7:* 1.Nf6+ Kf8 2.Nxe6#

Problem *8:* 1.Qg4+ Kh6 2.Qg5#

Problem *9:* 1.Qh8+ Nxh8 2.Rxh8#

Problem *10:* 1.Qxh7+ Kxh7 2.Rh6#

Problem *11:* 1.Rd8+ Kg7 2.Rg8#

Problem *12:* 1.Qf6+ Kxh5 [1...Kh7 2.Qg7#] 2.Qxg5#

Problem *13:* 1.Nf5+ Kh5 2.Be2#

Problem *14:* 1.Bxh6+ Ke8 [1...Kg8 2.Qg7#] 2.Ra8#

Problem *15:* 1.Qh7+ Kf8 2.Qxg7#

Problem *16:* 1.Rxf3 Kh1 2.Rh3#

Problem *17:* 1.Qd7+ Kc5 2.Qd5#

Problem *18:* 1.Qxh5+ Kg8 2.Qh8#

Problem *19:* 1.Rg7+ Kh8 2.Qh6#

Problem *20:* 1.Qf6+ Kh5 2.Qh6#

Problem *21:* 1.Qf4+ Kh5 2.Be8#

Problem *22:* 1.Qf7+ Kh8 2.Qf8#

Problem *23:* 1.Qc7+ Ke6 2.Nf4#

Problem *24:* 1.Qf7+ Rxf7 2.Ng6#

Problem *25:* 1.Qh5+ Qh7 [1...Qh6 2.Qxh6#] 2.Qxh7#

Problem *26:* 1.Qh5+ Kg8 2.Qh7#

Problem *27:* 1.Bh6+ Ke7 2.Qe6#

Problem *28:* 1.Qxc6+ bxc6 2.Ba6#

Problem *29:* 1.Ne5+ dxe5 2.Qd5#

Problem *30:* 1.Qf7+ Kh8 2.Bb2#

Problem *31:* 1.Rxb8+ Rxb8 [1...Kg7 2.Rxh7#] 2.Rxh7#

Problem *32:* 1.Qxc4+ Ka5 2.Ra6#

Problem *33:* 1.Bd3+ Ka4 2.Qxa7#

Problem *34:* 1.Rxe7+ Kf8 2.Qg7#

Problem *35:* 1.Qf8+ Kh7 [1...Ng8 2.Qxg8#] 2.Qh6#

Problem *36:* 1.Qc5+ Kb3 2.Qc3#

Problem *37:* 1.a3+ Ka4 2.Nc3#

Problem *38:* 1.b8Q+ Kd7 2.Q3b7#

Problem *39:* 1.Qe5+ Kxf3 2.Qg3#

Problem *40:* 1.Nd6+ Kd8 2.Rhd7# [2.Rbd7#]

Problem *41:* 1.Rf8+ Rxf8 2.Qxf8#

Problem *42:* 1.Rg8+ Ke7 [1...Kf7 2.R6g7#] 2.R6g7#

Problem *43:* 1.Qb5+ Kd6 2.Qd7#

Problem *44:* 1.Ra7+ Rxa7 [1...Kxa7 2.Qxb8#] 2.Qxb8#

Problem *45:* 1.Qb3+ Kb5 2.a4#

Problem *46:* 1.Rfe6+ [1.Rbe6+ Bxe6 2.Rxe6#] 1...Bxe6 2.Rxe6#

Problem *47:* 1.Ng7+ Kg4 2.h3# [2.Bf5#]

Problem *48:* 1.Bg7+ Kg8 2.Qe6#

Problem *49:* 1.Qe5+ [1.Qf8+ Kd7 2.Qe7#] 1...Kd7 2.Qe7#

Problem *50:* 1.Qd6+ g6 2.Qf8#

Problem *51:* 1.Rg7+ Kh8 2.Rxg6#

Problem *52:* 1.Ne6+ Kc6 2.Rc7# [2.Nd8#]

Problem *53:* 1.Qe6+ Kc5 2.Nb3#

Problem *54:* 1.b8Q+ [1.b8R+ Qxb8 2.Qf7#] 1...Qxb8 2.Qf7#

Problem *55:* 1.Qh8+ [1.Rf7+ Qxf7 2.Qxf7#] 1...Qg8 2.Nh7# [2.Rf7#]

Problem *56:* 1.Rg6+ Ke5 2.Re6#

Problem *57:* 1.Rf7+ Kg8 2.Re8#

Problem *58:* 1.Rf8+ Rxf8 2.Qxf8#

Problem *59:* 1.Rh8+ Kd7 2.c6#

Problem *60:* 1.Qb8+ [1.Qf7+ Kd8 2.Qd7#; 1.Qd7+ Kf8 2.Qf7# (2.Qd8#)] 1...Ke7 2.Rxg7#

Problem *61:* 1.Qc6+ Kb8 [1...Ka7 2.Rb5#] 2.Rb5# [2.Qc7#; 2.Qb6#]

Problem *62:* 1.Rh6+ Kg5 2.Qg7# [2.Qg6#; 2.Rg6#]

Problem *63:* 1.Qxf4+ [1.Rxf4+ Kg5 2.h4#] 1...Kh5 2.Qg4#

Problem *64:* 1.Rd7+ [1.Qe6+ Kf8 2.Rd8#] 1...Kf6 [1...Ke8 2.Qf7#; 1...Kf8 2.Qf7#] 2.Rf7# [2.Qf7#]

Problem *65:* 1...Bb7+ 2.Kb8 Na6# [2...Nc6#]

Problem *66:* 1...Qxh3+ 2.Kg1 Qh1#

Problem *67:* 1...Rxh2+ 2.Kxh2 Rh1#

Problem *68:* 1...Qd5+ 2.Kb4 a5#

Problem *69:* 1...Qxg4+ 2.Kh2 Qh3# [2...Bf4#]

Problem *70:* 1...dxe2+ 2.Ke1 Nf3#

Problem *71:* 1...Bg1+ 2.Kh3 Bf5# [2...Bg2#]

Problem *72:* 1...Rxd3+ 2.Nxd3 Qxd3#

Problem *73:* 1...Qh3+ 2.Kf4 Qh4#

Problem *74:* 1...Qf1+ 2.Kd2 Qe1#

Problem *75:* 1...Qg3+ 2.Kf5 Qg4# [2...Bd3#]

Problem *76:* 1...Re1+ 2.Kh2 Rh1#

Problem *77:* 1...Qe1+ 2.Kb2 Qa1#

Problem *78:* 1...Qxf5+ 2.Kxf5 [2.Kg3 Qf2#] 2...Rf2#

Problem *79:* 1...Qh5+ 2.Kf4 Qf5#

Problem *80:* 1...Rf8 2.Ka6 Ra8#

Problem *81:* 1...Qxb2+ 2.Kxb2 Rb5#

Problem *82:* 1...Rb3+ 2.Kd4 Rd2#

Problem *83:* 1...Ra1+ 2.Rf1 Rxf1#

Problem *84:* 1...Rxe1+ 2.Kxe1 Qe2#

Problem *85:* 1...Nxa3+ 2.Ka2 Nb4#

Problem *86:* 1...Qa1+ 2.Ke2 Qe1#

Problem *87:* 1...Re3+ 2.Bf3 [2.Nxe3 Nxf4#] 2...Bf1#

Problem *88:* 1...Re3+ 2.Kf4 Rf2#

Problem *89:* 1...Qf3+ 2.Kh4 Rh2#

Problem *90:* 1...Rf8+ 2.Kg2 Qf1#

Problem *91:* 1...Nxg2+ 2.Ke2 Nxd4#

Problem *92:* 1...Ra2+ 2.Nxa2 b2#

Problem *93:* 1...Rxb3+ 2.cxb3 [2.Kxa4 Qa2#] 2...Qxb3#

Problem *94:* 1...Rg1+ 2.Kd2 Qd3#

Problem *95:* 1...Qf1+ 2.Rxf1 Rxf1#

Problem *96:* 1...Qb7 2.g7 Qxg7#

Problem *97:* 1...Qb2+ 2.Kd3 Qc3#

Problem *98:* 1...Qf1+ 2.Kd2 Rf2# [2...Rd3#]

Problem *99:* 1...Rh1+ 2.Kxh1 Qh2#

Problem *100:* 1...Qf3+ 2.Bxf3 [2.Kg1 Qg2#] 2...Rxe1#

Problem *101:* 1...Rf5+ 2.Kg1 Re1#

Problem *102:* 1...Rxh3+ 2.gxh3 Qe4#

Problem *103:* 1...Rxd4+ 2.cxd4 Qc2#

Problem *104:* 1...d1Q+ 2.Kc3 Qd3#

Problem *105:* 1...Qf3+ 2.Kg1 Rh1#

Problem *106:* 1...Ne2+ 2.Kh1 Rf1#

Problem *107:* 1...Rh2+ [1...Qg5+ 2.Kh3 Qh5#] 2.Qh3 Qg5#

Problem *108:* 1...Rf4+ 2.Ke3 Nd5#

Problem *109:* 1...Rxd3+ [1...Qf1+ 2.Kxc2 (2.Kd2 Qxd3#) 2...Qxd3#] 2.Bd2 Qxd2#

Problem *110:* 1...Qxe2+ 2.Kc1 [2.Kb3 Qxb2#; 2.Kb1 Qxb2#] 2...Rh1# [2...Qf1#; 2...Qe1#]

Problem *111:* 1...Bh3+ 2.Qxh3 [2.Rxh3 Qxe2#; 2.Rg2 Qxe2# (2...Qg1#) ; 2.Qg2 Qxe2# (2...Qg1#; 2...Qf2#) ; 2.Ke1 Qc1#] 2...Qg1#

Chess Resources

The United States Chess Federation (USCF) is the official, not-for-profit 501 (c)(3) US membership organization for chess players and chess supporters of all ages and strengths, from beginners to Grandmasters.

ChessBase is a company located in Germany that produces and sells the Fritz and the Fritz family of chess engines along with the ChessBase software that is designed to produce and maintain large chess databases. ChessBase maintains a chess news site, and operates a server for on-line chess. The company hosts an extensive on-line database with millions of games.

PlayChess.com is the ChessBase server for on-line chess. If there is one place to play on-line chess, this is it! On Playchess.com, the world's biggest chess server, you will find 20,000 chess lovers every day, from all over the world.

ChessTrek.com is a source to help chess players make informed decisions about chess training, what books to read, and where and when to play competitive chess.

The Fédération internationale des échecs (FIDE) or World Chess Federation is an international organization that connects the various national chess federations around the world and acts as the governing body of international chess competition.

Laws of Chess

About the Author

Ron Benel learned chess from his father in June of 1962. He has had a great passion for the game ever since. Ron works as a Professional Chess Coach. He provides private lessons and runs scholastic chess camps in school and park facilities in the North Atlanta, Georgia area. He has provided chess instruction for some of the top scholastic tournament players in Georgia.

Содержание

Table of Contents 8
Preface 10
Prologue 21
Problems and Answers 29
Problems Only 674
    Answers Only 786
Chess Resources 792